

### "Orgalorg" 1025-198 Final Board



Date 09/18/14

Board Team Final

Network Approval Board

Record Board

Animatic Scan Board

Conformed Board

Design Board 09/18/14

Final Board

Adventure Time Created by Pendleton Ward

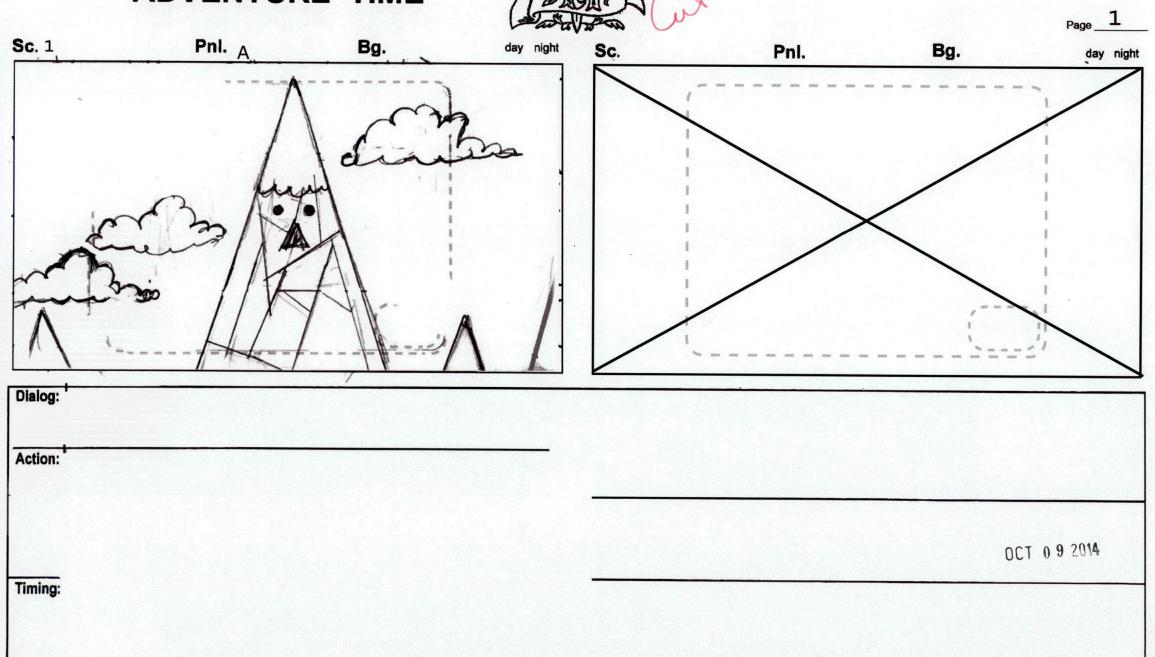
> Supervising Director Adam Muto

> > Storyboard by Graham Falk

Animation Studio SAEROM

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1025-198

EPISODE#

1025/198

Production:

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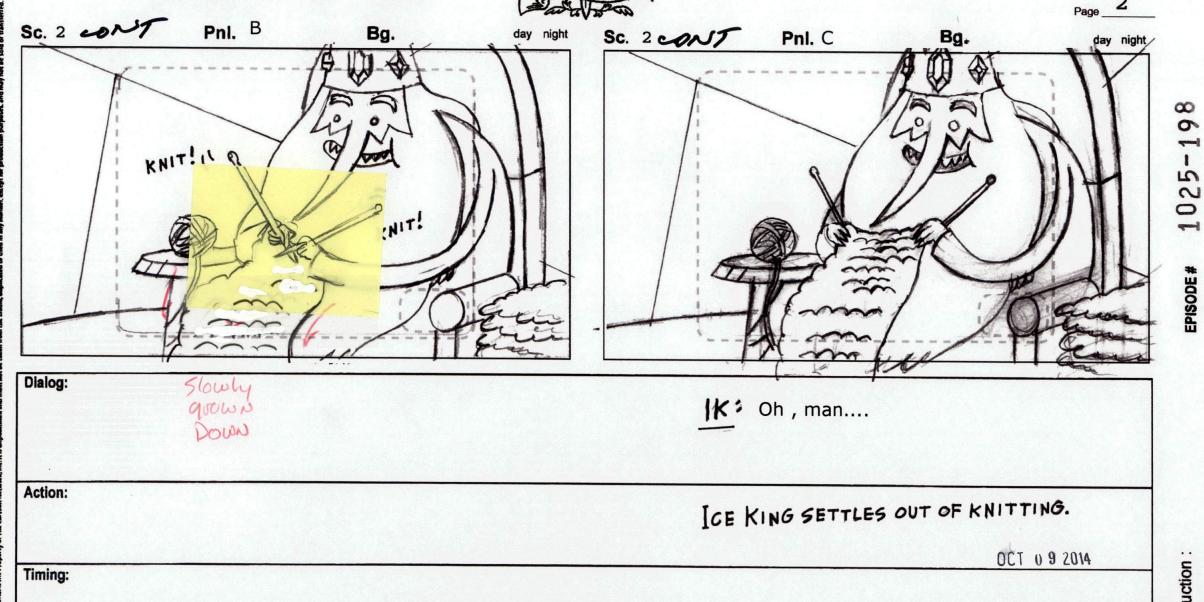
1025/198

EPISODE #

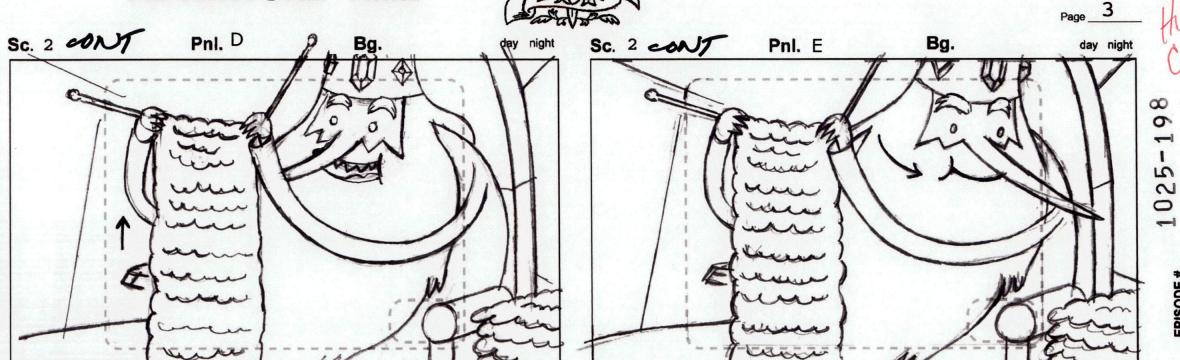
1025/198

#### **ADVENTURE TIME**









Dialog:

THESE THINGS ...

... ARE GONNA MAKE ME RICH.

Action:

HE LIFTS UP HIS KNITTING TO ADMIRE IT.

HE LOOKS AT THE STACK OF KNITTING.

OCT 09 2014

Timing:

Production:

**EPISODE**#

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Sc. 3 Pnl. A Bg. day night Sc. 3 cont Pnl. B Bg. day night Sc.

Dialog:

Action:

STACK OF SEVEN HE LOWERS HIS KNITTING.

OCT 0 9 2014

Timing:

Production:

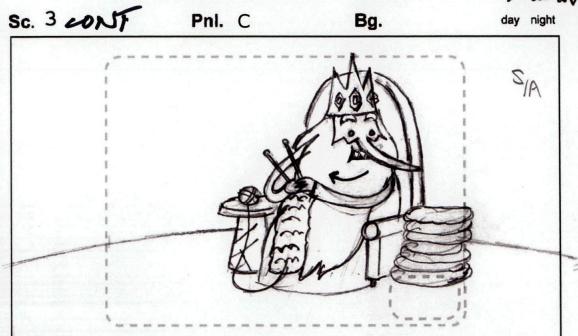
25/198

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**EPISODE**#



day night



Sc. 3 CONT Pnl. D Bg.

Dialog:

IK: IT'S LIKE ...



Action: HE PUTS BOTH KNITTING NEEDLES INTO ONE HAND.

HE PATS THE KNITTING.

OCT 0 9 2014

Timing:

Production:

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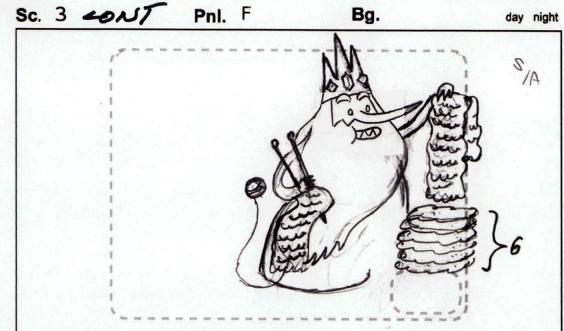
1025

**EPISODE**#

#### **ADVENTURE TIME**



Sc. 3 const Pnl. E Bg. day night



Dialog:

... A BIG YARMULKE. . .

... FOR THE TUMMY.

Action: HE GRABS THE TOP THING.

HE LIFTS UP SOME KNITTING TO ADMIRE IT.

OCT 0 9 2014

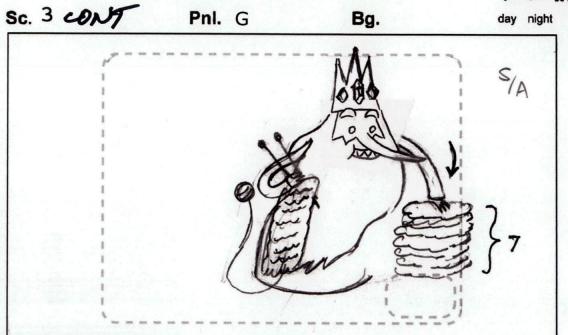
Timing:

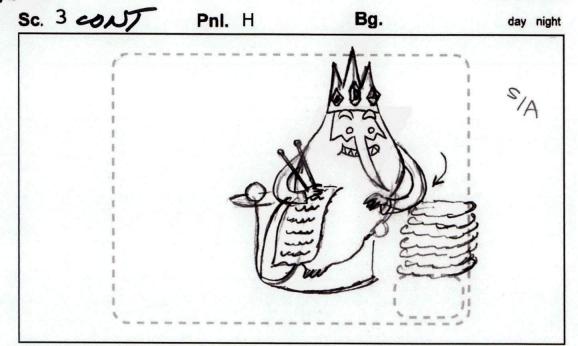
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#### **ADVENTURE TIME**







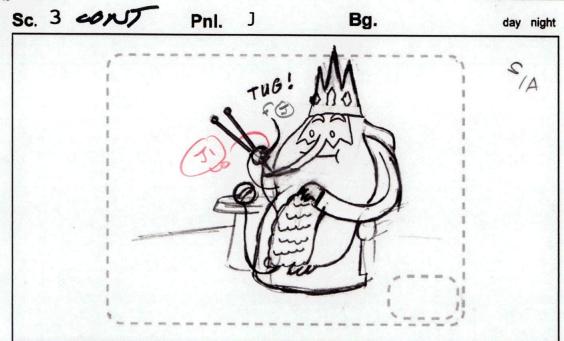
Dialog:

Action: HE RETURNS THE KNITTING TO THE STACK.

Timing:



Sc. 3 conf Pnl. I Bg. day night Sc.



Action:

HE BREAKS THE YARN

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Timing:

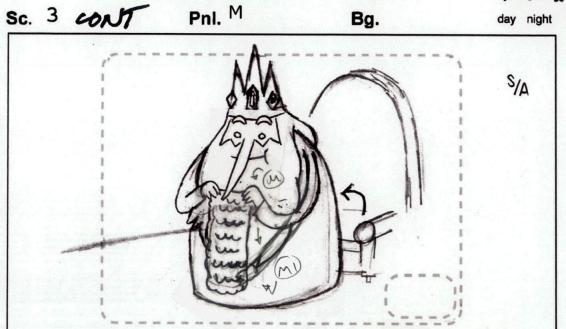
Production:

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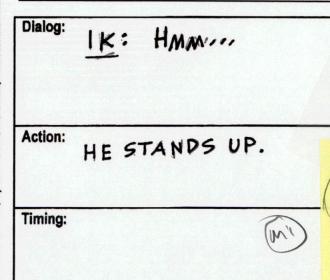
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Sc. 3 CONT Pnl. N Bg.







K: ... I THINK I'LL KEEP THIS ONE FOR MYSELF.

> HE PUTS ON THE KNITTED THING.

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Production:

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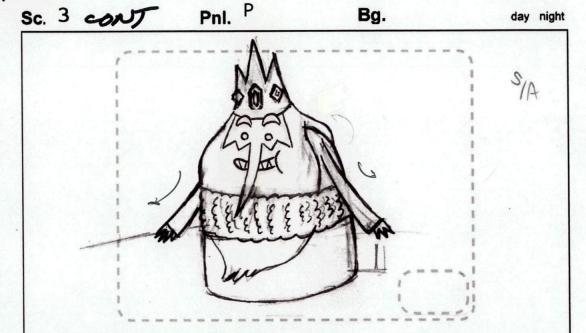
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Sc. 3 cons Pnl. O Bg.

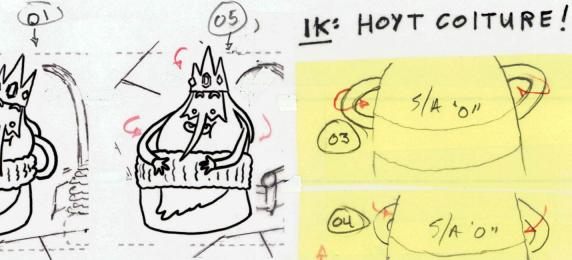


Dialog: IK: <LAUGHS>

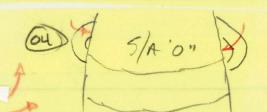
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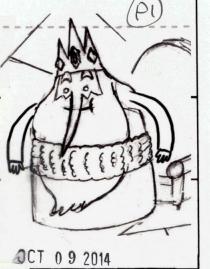
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Production:

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Sc. 3 CONT Pnl. R Bg. day night

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Sc. 3 coal Pnl. Q Bg. day night

Dialog: |K: HMM.

Action:

- IK REACHES INTO POCKET

Timing:

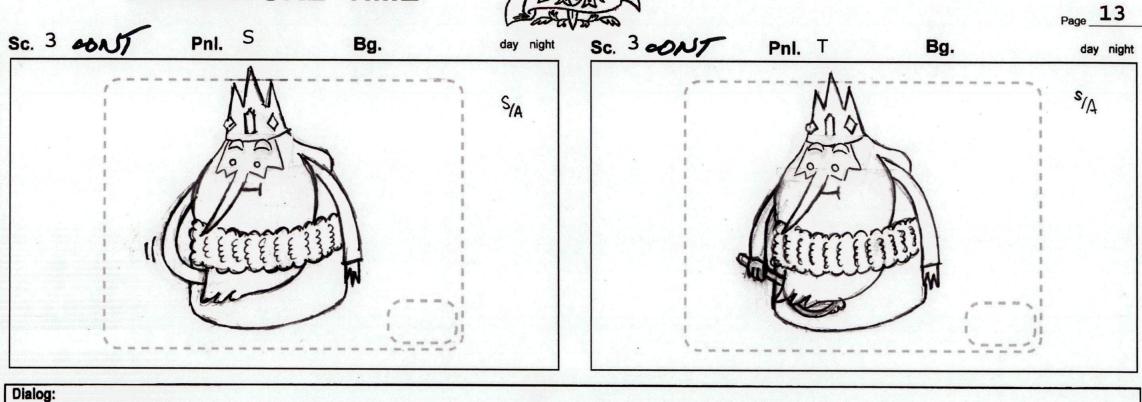
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#### **ADVENTURE TIME**





Action:

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Timing:



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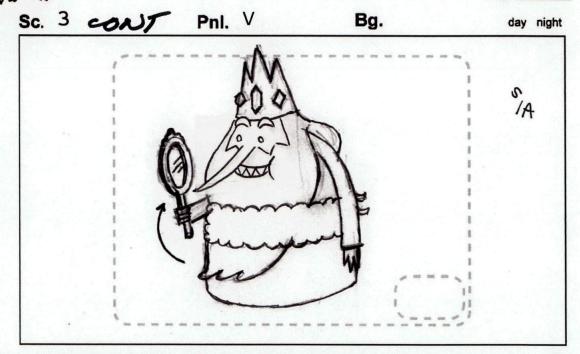
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Dialog:

IK: LET'S TAKE A ...

-IK PULLS OUT HAND MIRROR.

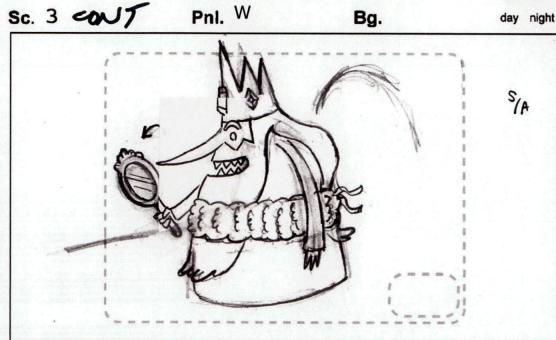
OCT 0 9 2014

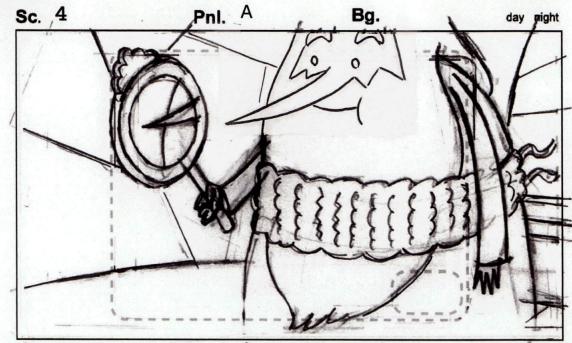
Timing:

Production:



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Dialog: | K: ... CLOSER LOOK ...

Action:

IK PULLS OUT A MIRROR.

IN THE MIRROR.

OCT 0 9 2014

Timing:

Production:

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#### **ADVENTURE TIME**



Sc. 4 CONT Pnl. B Pnl. C 1025-198 Dialog:

Action:

Timing:

Sc. 4 CONT

1025-198

EPISODE#

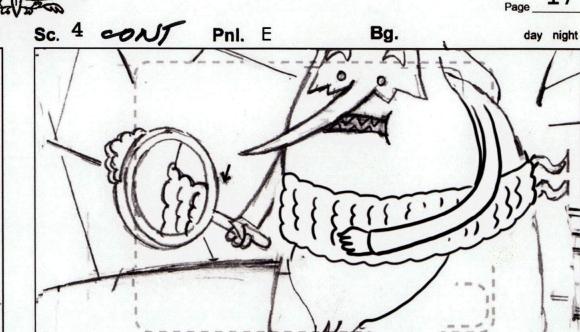
#### **ADVENTURE TIME**

Bg.

Pnl. D



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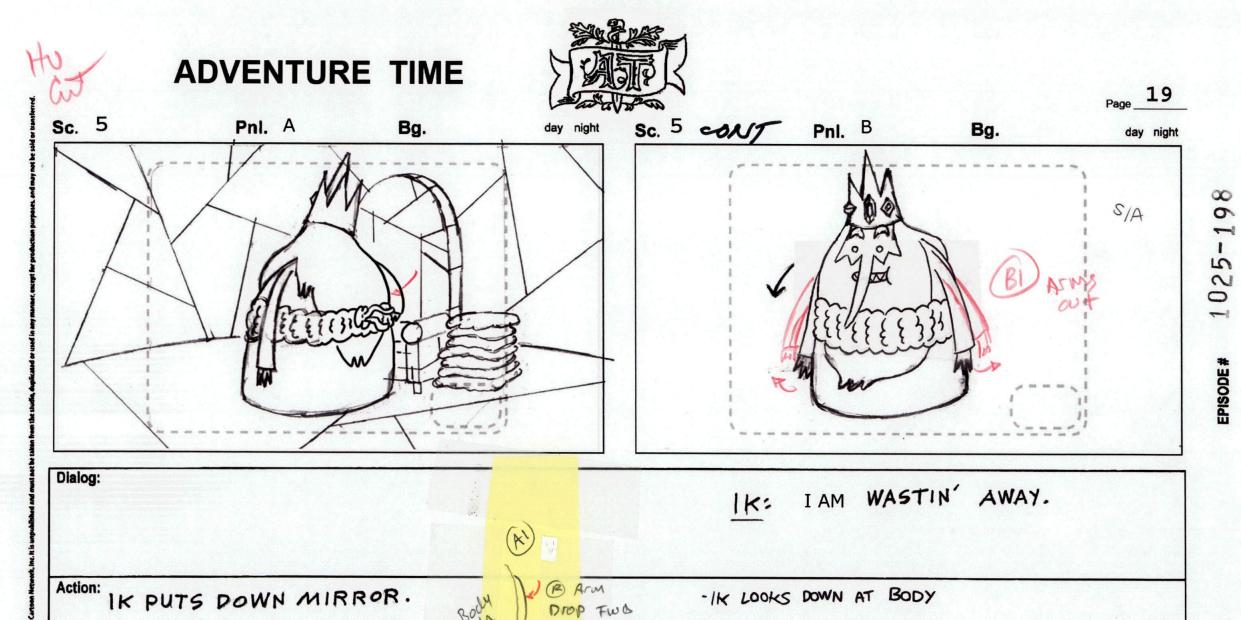
025/198

Production:

18 Sc. 4 CONT Pnl. F Sc. 4 CONT Pnl. G Bg. Bg. Dialog: IK: ... DID THAT
HAPPEN!

SFX: CLUNK, IK: WHEN ... Action: IK TURNS, TO PUT DOWN THE MIRROR. OCT 0 9 2014 Timing:

Timing:



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Page 20

Sc. 5 CANT Pnl. C Bg.

Sc. 5 cont Bg. Pnl.

Dialog: |K: | SHOULD PROBABLY GO POLISH OFF THAT CHEESECAKE Action: IN THE FRIDGE.

Timing:

OCT 0 9 2014

Production:

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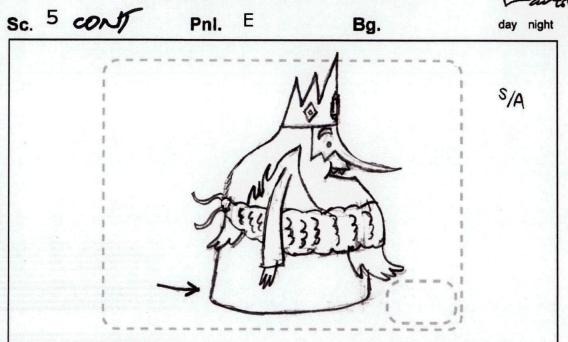


EPISODE #



#### **ADVENTURE TIME**





Sc. 5 Pnl. F Bg.

Dialog: THE WOOL THINGS. Action: OCT 0 9 2014 Timing:

Production:

EPISODE #

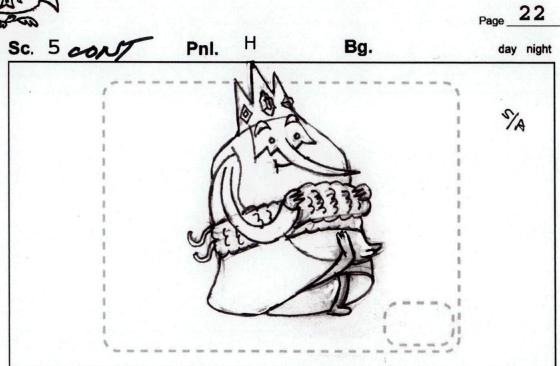
#### **ADVENTURE TIME**



Sc. 5 conf Pnl. G Bg. day night

S(A)

\$\int\_{\text{LEFT}}^{6}\$



Dialog:	
Action:	- IK RAISES A FOOT.
	OCT 0 9 2014
Timing:	

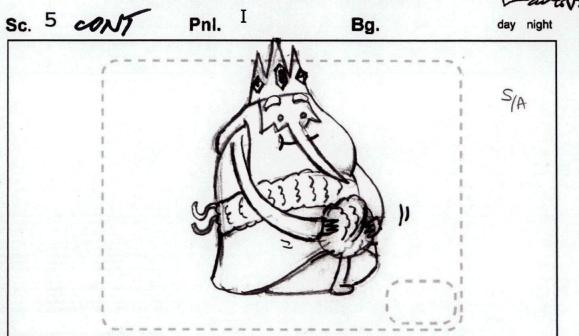
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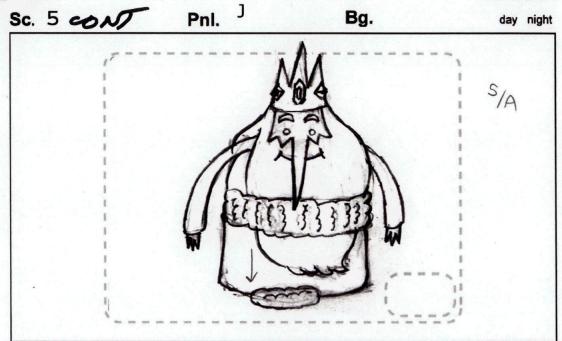
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EPISODE #

#### **ADVENTURE TIME**







Dialog:

Action: IK PUTS A WOOL THING ON HIS FOOT.

Timing:

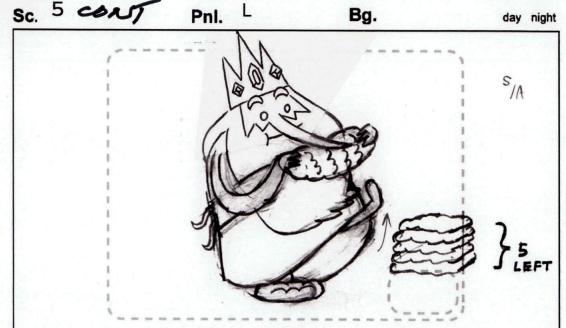
OCT 0 9 2014

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Sc. 5 CONT

Sc. 5 CONT Pnl. K Bg.



Dialog:

Action: IK REACHES FOR ANOTHER WOOL THING.

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Timing:

Production:

**EPISODE**#

#### **ADVENTURE TIME**



Sc. 5 CONT Pnl. M Bg. SIA

Sc. 5 CONT Pnl. N Bg. day night

Dialog:

Action: IK PUTS ANOTHER WOOL THING ON HIS FOOT.

Timing:

OCT 0 9 2014

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Bg.

Pnl. O



Sc. 5 cont Pnl. P Bg. day night

Dialog:

Sc. 5 conf

Action: IK WALKS OUT.

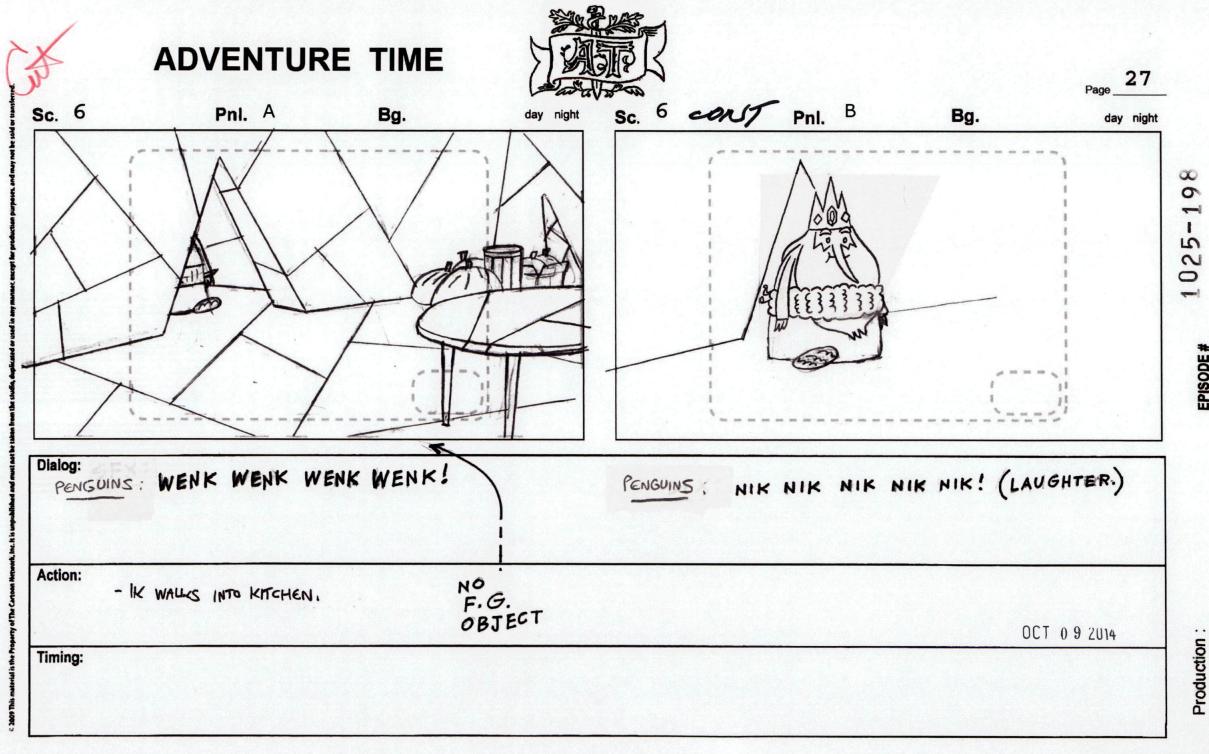
Timing:

Production:

EPISODE #

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**EPISODE**#



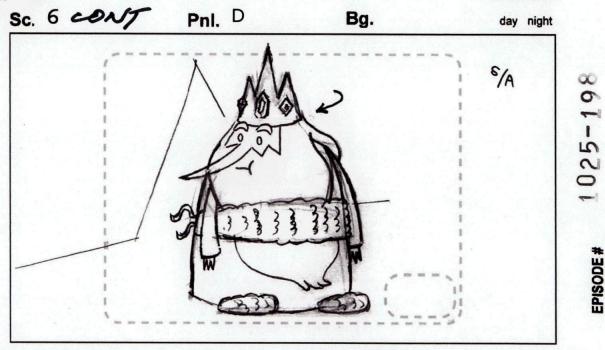
1025/198

**EPISODE**#

#### **ADVENTURE TIME**



Sc. 6 const Pnl. C Bg. S/A



Dialog:

IK STOPS. HE THINKS HE HAS Action: HEARD SOMETHING.

- IK LOOKS AROUND

OCT 0 9 2014

Timing:

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**EPISODE#** 

#### **ADVENTURE TIME**



Sc. 6 cont Pnl. E Bg. day night Sc. 6 cont Pnl. F Bg. day night S/A

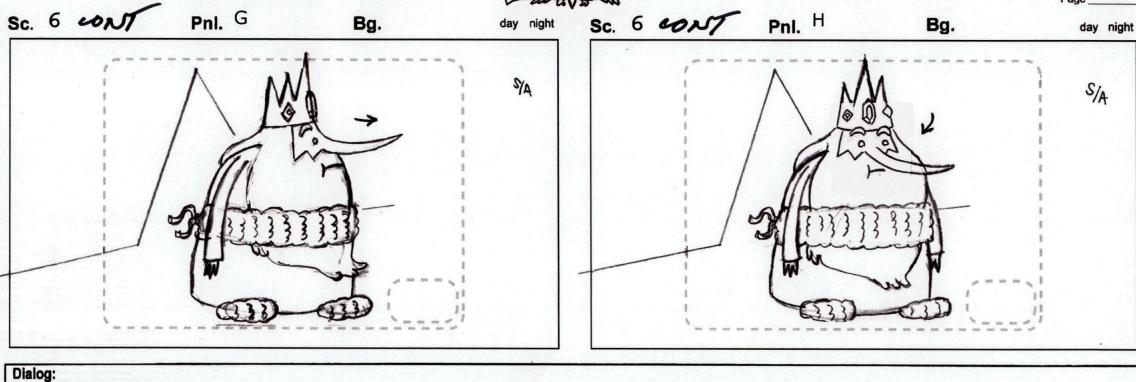
Action:	- IK LOOKS TO THE RIGHT	OCT 0 9 2014
Timing:		

Production:

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## ADVENTURE TIME





Action:
HOLD (THINKING.)

OCT 0 9 2014

Production:

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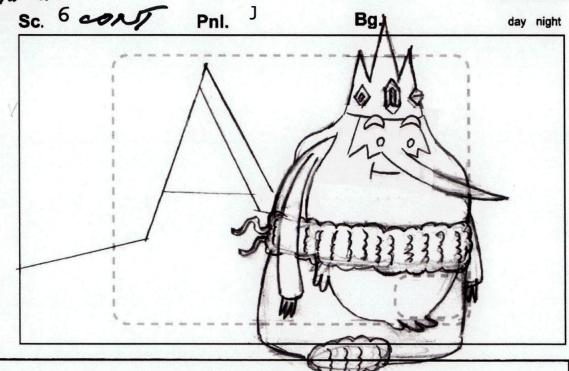
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#### **ADVENTURE TIME**



Sc. 6 conf Pnl. I Bg. day night



Dialog: IK: HM.

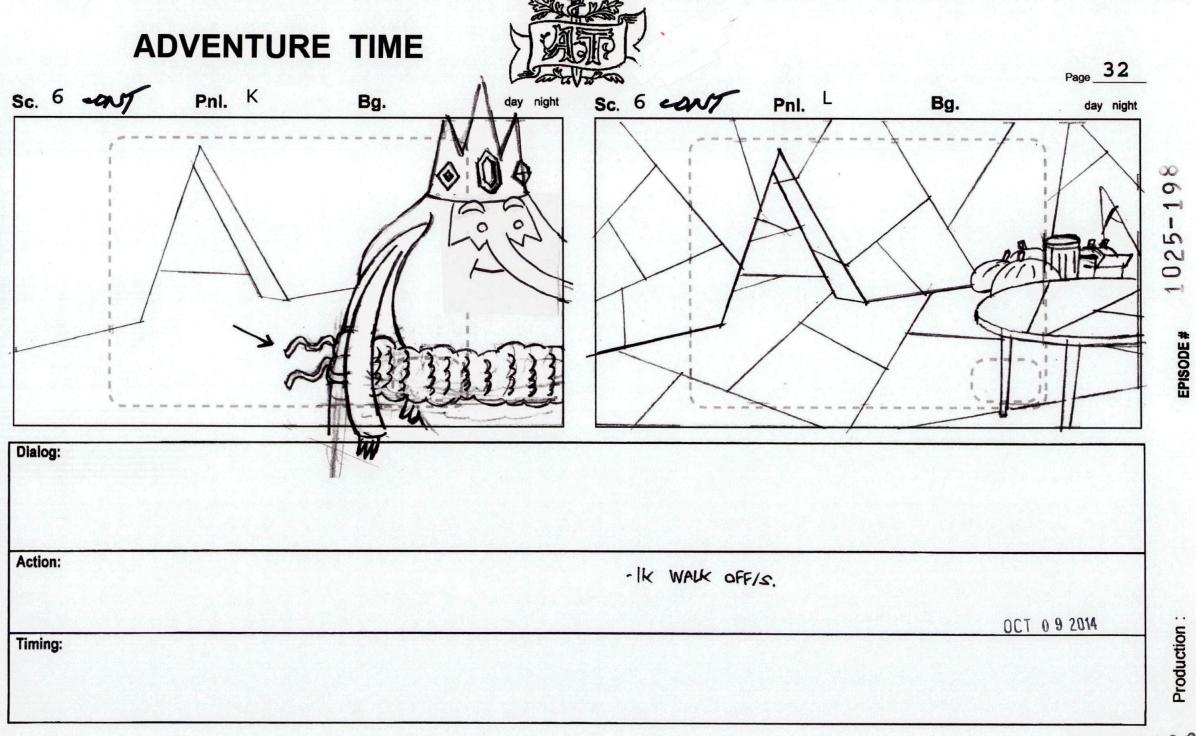
Action: (IK THINKS HE WAS IMAGINING THE FUNNY SOUNDS.)

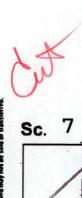
THROUGH THE ROOM.

.007 6 0 ---

Timing:

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Sc. 7 Pnl. A Bg. day night Sc. 7 Const Pnl. B Bg. day night

Dialog:

PENGUINS: WENK WENK WENK

Action: IK WALKS IN

Timing:

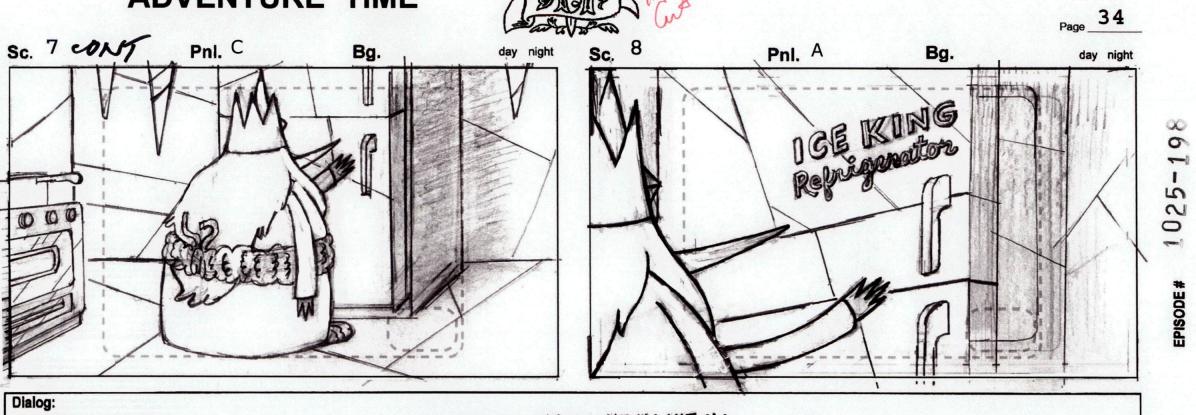
Production:

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**EPISODE**#

#### **ADVENTURE TIME**





PENGUINS: WENK WENK WENK

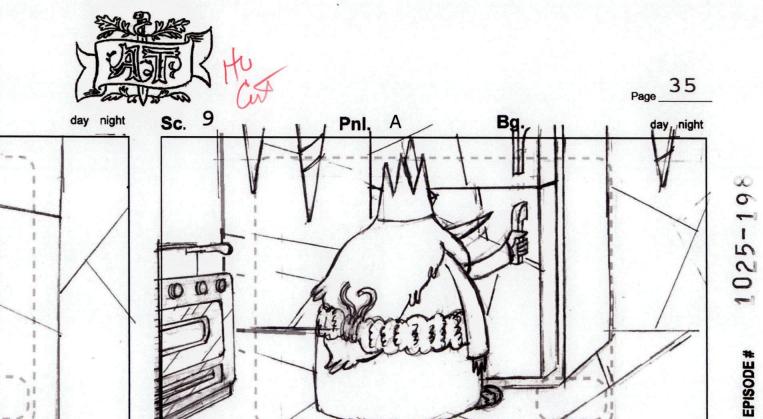
START POSE

Action: IK STOPS WALKING/ REACHES UP WITH HIS LEFT HAND. IK REACHES (WITH HIS LEFT HAND)

OCT 0 9 2014

Timing:

ICE KING



Dialog:

PENGUINS: WENK WENK WENK

Bg.

Action: IK GRABS HANDLE.

Sc. 8 CONT Pnl. B

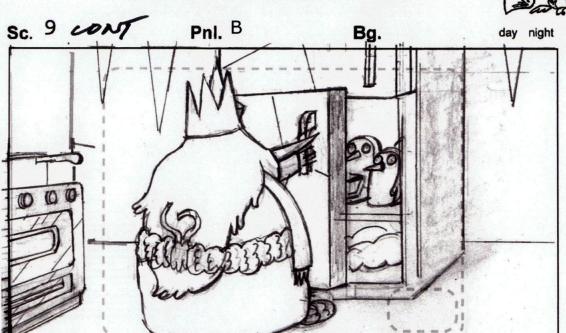
Timing:

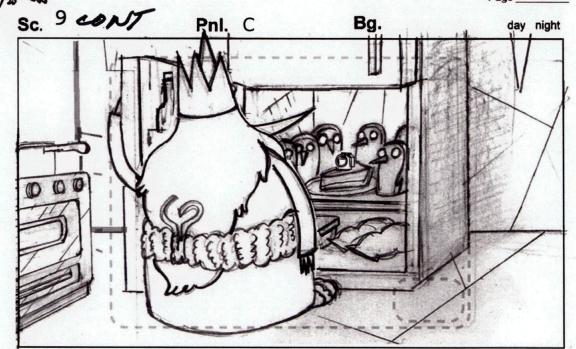
Production:

EPISODE #

#### **ADVENTURE TIME**







Dialog:	SFX: A CHKK*	PENGUINS: WENK WENK
Action:		- IK OPENS REFRIGERATOR TO REVEAL PENGUINS.

Timing:

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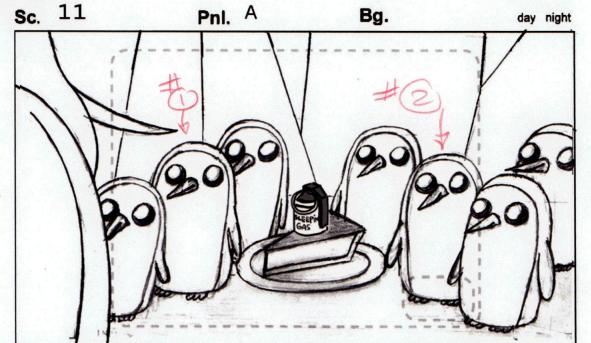
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Sc. 10 Pnl. A Bg. day night



Dialog: | K' OH!

Action: -IK REACTS WITH SURPRISE.

Timing:

- PENGUINS STAND SILENTLY AROUND CHEESECAKE.

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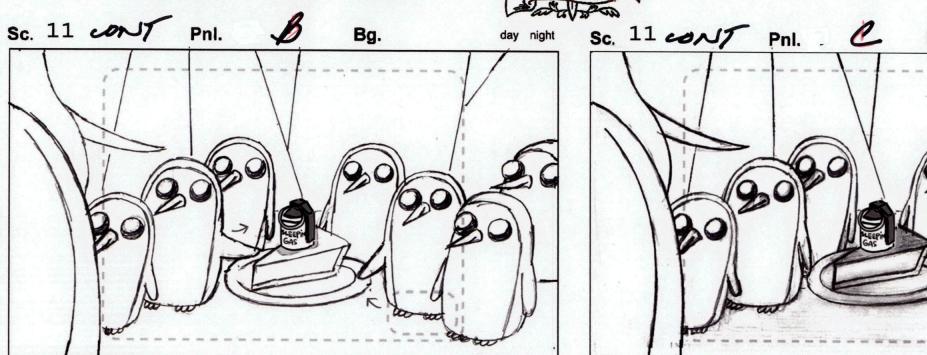
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#### **ADVENTURE TIME**





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Dialog:

Action: PENGUINS POINT TO THE CHEESECAKE.

Timing:

RE-USE POSE 1

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EPISODE#

#### **ADVENTURE TIME**



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Sc. 11 CONT Pnl. D Bg. day night

Sc. 11 const Pnl. E Bg. day night

Dialog: PENGUINS: 1 WENK WENK WENK.
2 WENK WENK.

PENGUINS: [STIFLED LAUGHTER.]

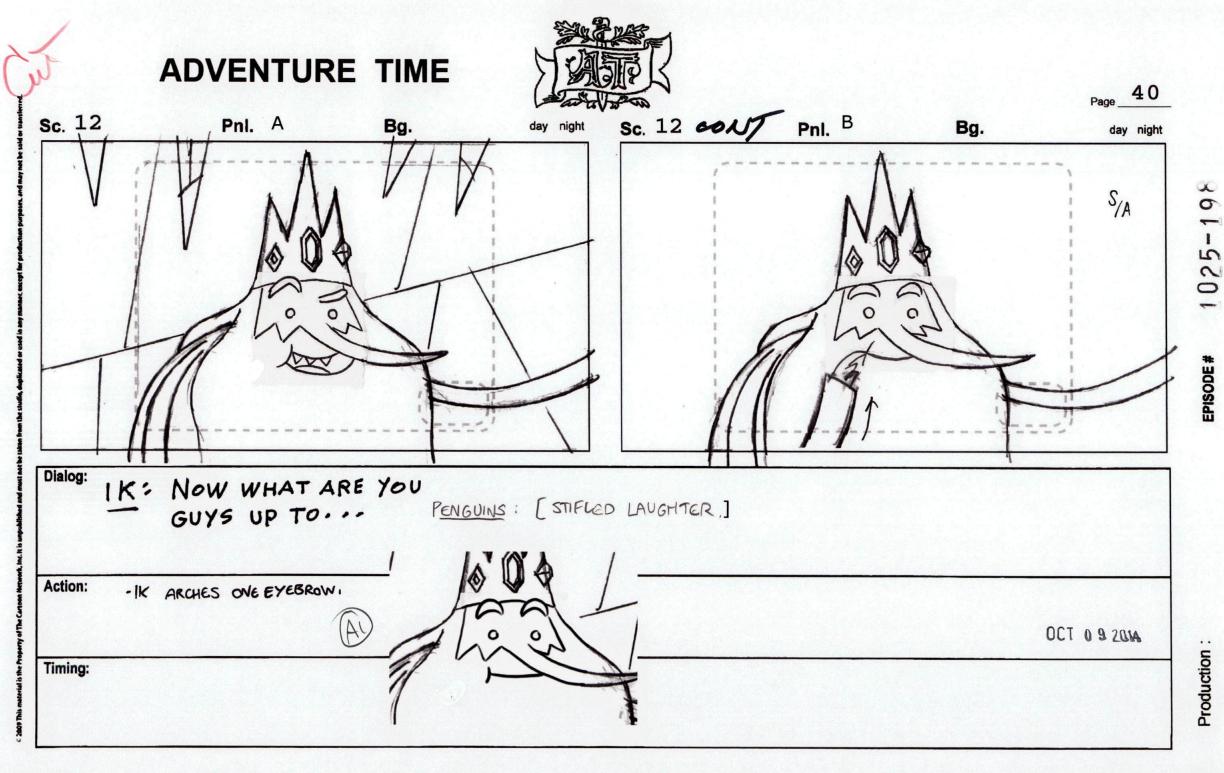
Action: PENGUINS TALK TO

PENGUINS LOOKING SUSPICIOUS, STIFLING LAUGHTER.

OCT 0 9 2014

Timing:

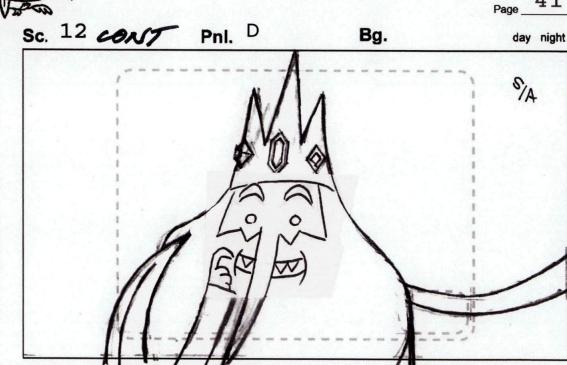
Production:



**EPISODE#** 

#### **ADVENTURE TIME** Sc. 12 CONT Pnl. C Bg.





S/A 005

Dialog:

IK: AH, HERE'S MY MAN GUNTER.

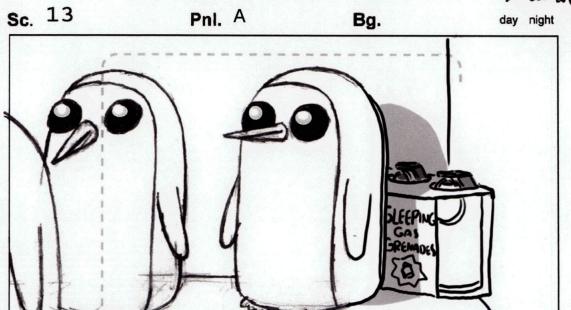
Action:

-IK LOOKS LEFT.

Timing:

Production:





Sc. 14 Pnl. A Bg.

Dialog: IK:

YOU'RE HANGIN WITH A BAD CROWD,

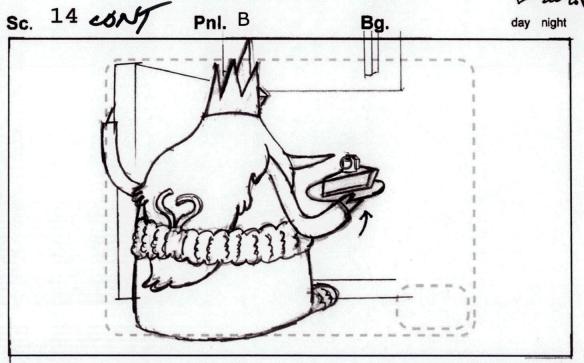
GUNTZ.

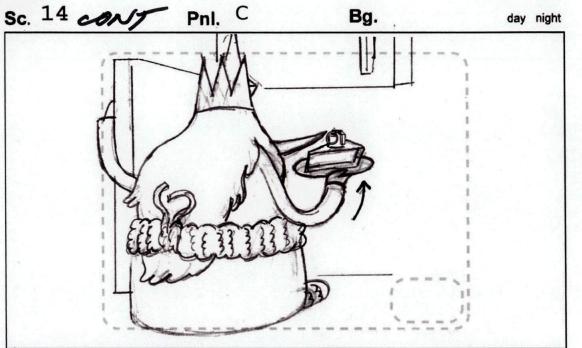
ALRIGHT, GUYS. JUST LET ME ...

Action:

- GUNTER STANDS IN CORNER IN FRONT OF BOTTLE.

Timing:





Dialog:

IK: ... RESCUE MY ...

Action: IK GRABS PLATE .

IK LIFTS PLATE.

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Timing:

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Production:

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#### **ADVENTURE TIME**



Sc. 14 conf Pnl. D Sc. 14 CONT POL E Bg. Bg. day night

IK CHEESECAKE.	
Action:	OCT 0 9 2014
Timing:	

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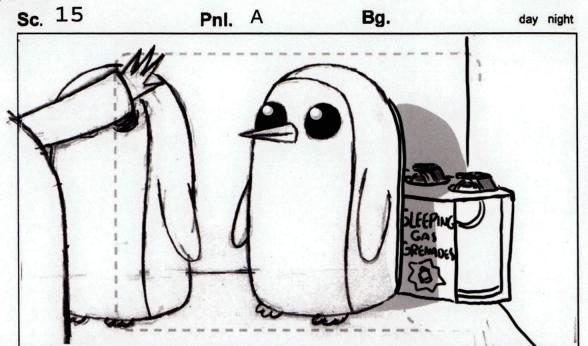
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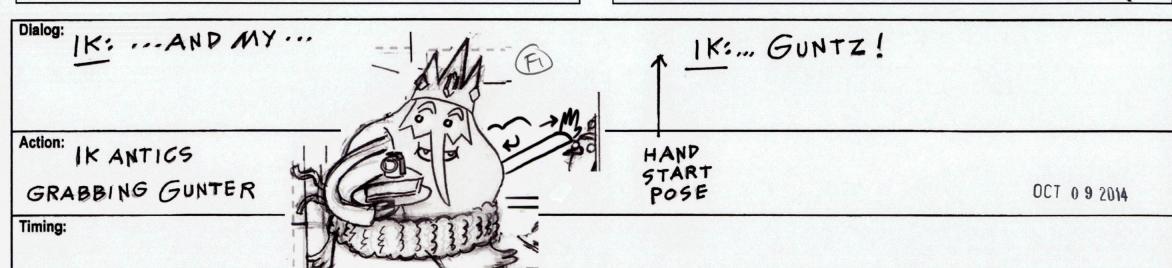
25

Production:

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Sc. 14 CONT Pnl. F Bg.

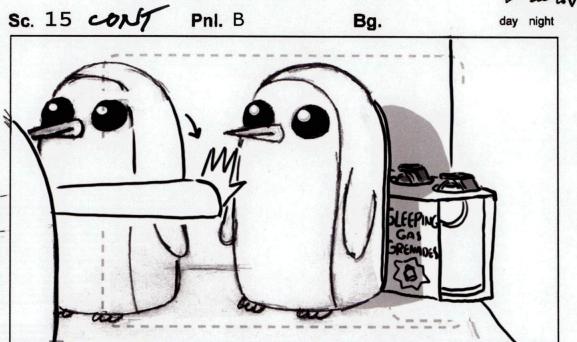




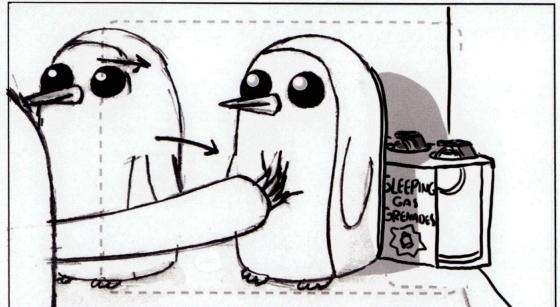
EPISODE #

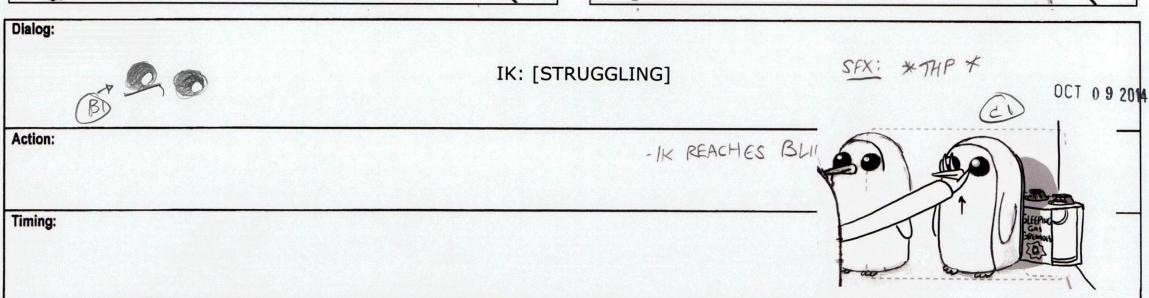
#### **ADVENTURE TIME**





Sc. 15 CONT Pol. C Bg.





Production:

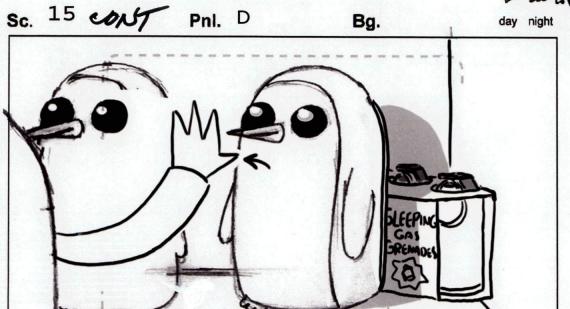
### Page 47 day night

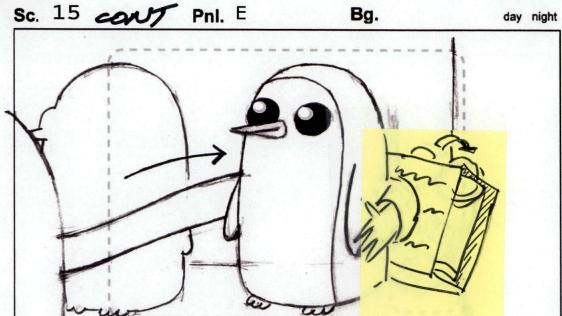
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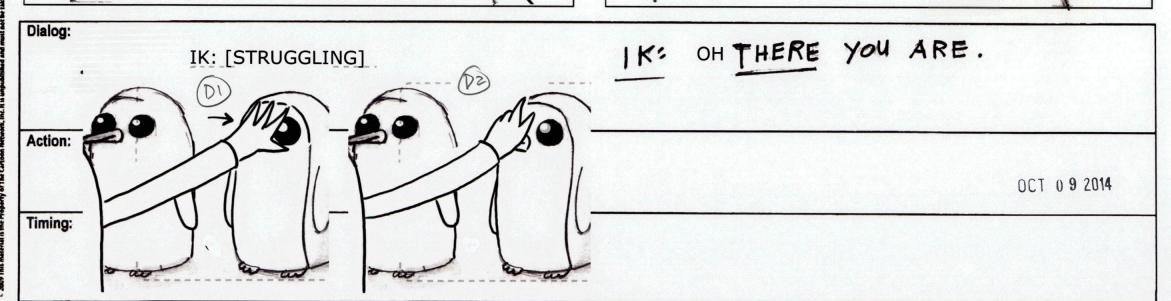
**EPISODE**#











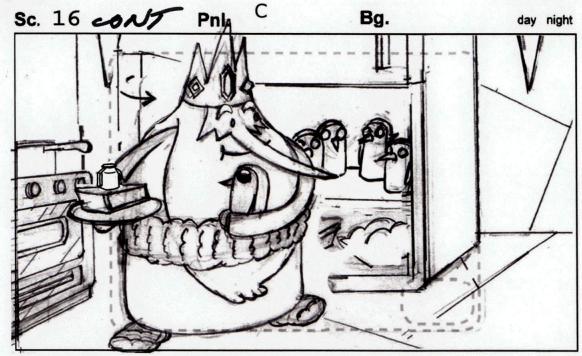
Production:



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Sc. 16 CONT Pol. B



Dialog: PENGUINS (EXCITED): WENK WENK WENK !

PENGUINS: WENK WENK WENK!

Action:

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IK STEP

IK TURNS BACK TO FRIDGE.

OCT 0 9 2014

Timing:

Production:

**EPISODE**#

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#### **ADVENTURE TIME**



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Sc. 17 Pnl. A Bg. day night

Sc. 17 cost Pnl. B Bg. day night

Dialog:

PENGUINS: HEE HEE HEE

MEK MEK WENK WENK

PENGUINS: HEE HEE WENK WENK

Action: PENGUING LAUGH,
FLAP A BIT,

LOOK AT EACH OTHER.

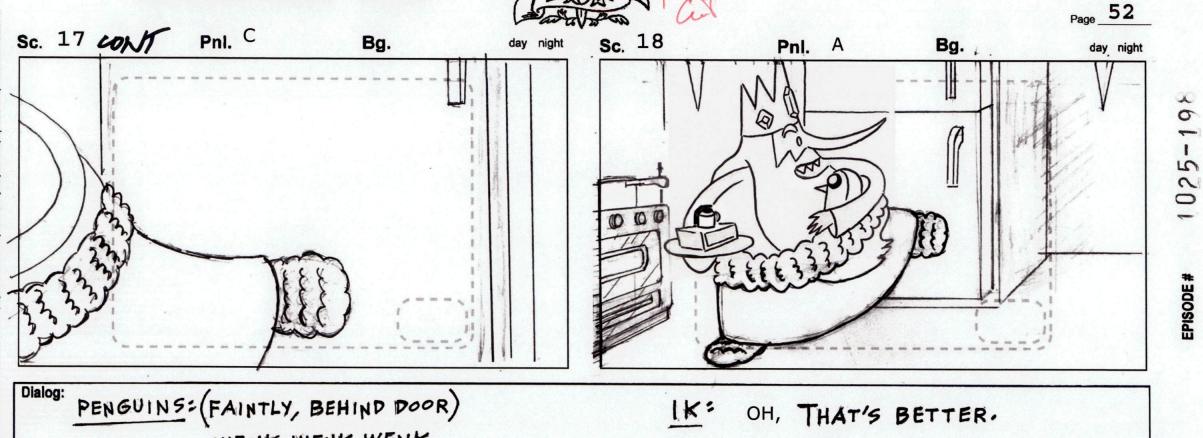
Timing:

- IK SWINGS DOOR SHUT W/ FOOT

OCT 0 9 2014

Production :





WENK WENK WENK

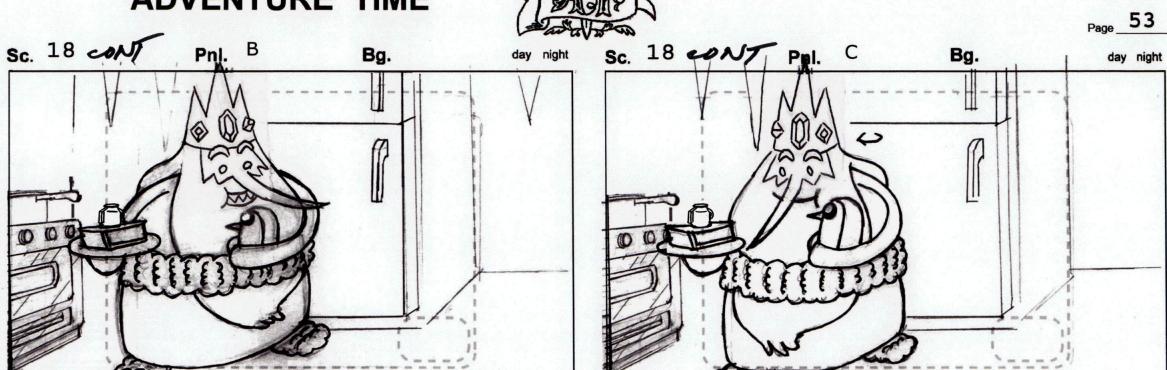
Action:

Timing:

Production:

#### **ADVENTURE TIME**





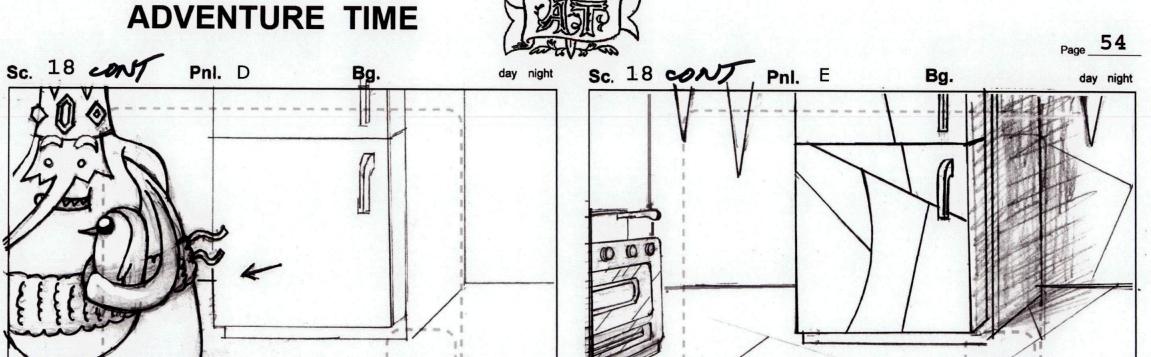
Dialog: 1K:	A	LITTLE	GUNT	ER.						
Action:										

Timing:

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## 1025-198 **EPISODE**#





Dialog:	1 (
IK: A LITTLE CHEESE CAKE	SFX BANG! (DRAWER OPENING.)

Action: -IK WALKS OFF/S.

OCT 0 9 2014 Timing:

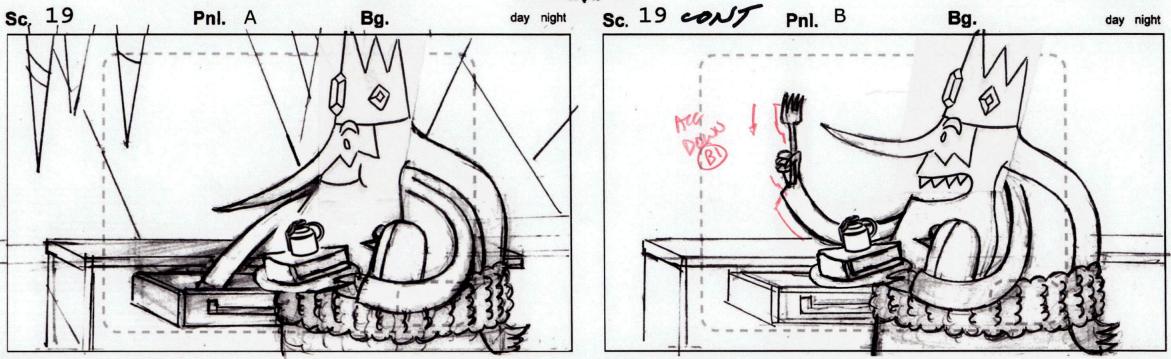
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#### **ADVENTURE TIME**



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Dialog:

1 K: AND A LITTLE FORK.

Action:

- IK PULLS FORK OUT OF PRAWER.

OCT 0 9 2014

Timing:

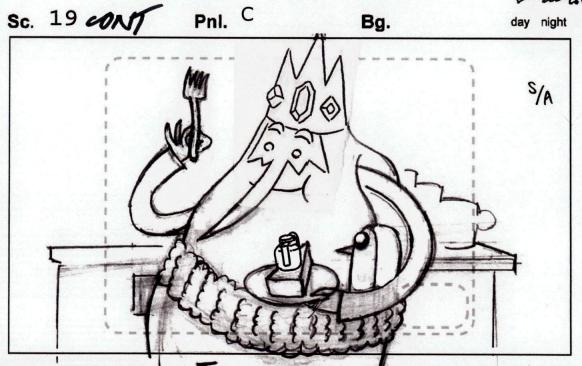
Production:

1025/

#### **ADVENTURE TIME**



Page 56 Sc. 19 CONT Pnl, D Bg. day night





Dialog:

SFX: SHUT! (DRAWER)

Action: IK SHUTS THE DRAWER

(RECOVER) WITH HIS BUTT.

OCT 0 9 2014

Timing:

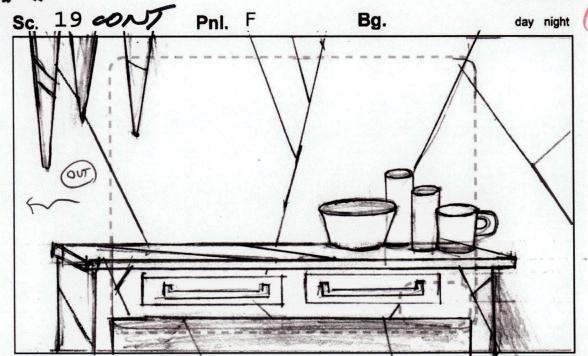
Production:

1025-198



Page 57

Sc. 19 ON Pnl. E Bg. day night



Dialog:

Action: IK WALKS OUT

OCT 0 9 2014

Timing:

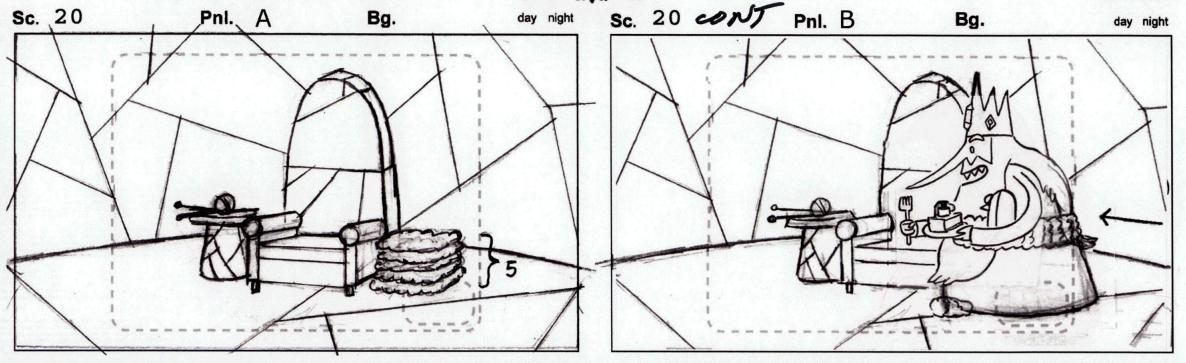
Production:

1025/198





Page \_\_ 58



IK: YOU KNOW WHAT, GUNTY? Dialog:

IK: I'M GOING TO ...

- IK WALKS ONIS.

OCT 0 9 2014

Timing:

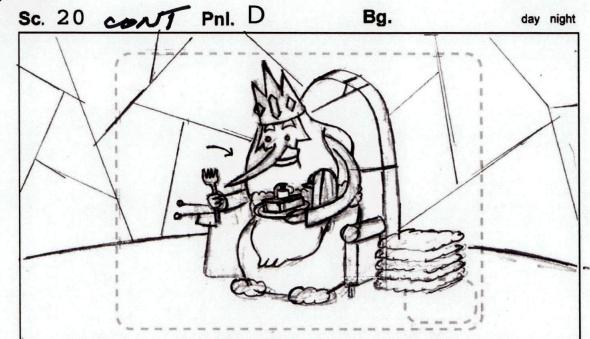
Production:

EPISODE#



Page 59

Sc. 20 CONT Pnl. C Bg. day night



Dialog: IK: ... TAKE MY TIME ...

DELICIOUS CAKE.

Action:

25/

19

-IK SITS DOWN

OCT 0 9 2014

Timing:

Production:

1025-198

25;

1025/198#

ADI	/EN	TUR	{=	TIME



Page \_\_\_60 Sc. 21 Pnl. A day night

Sc. 20 200)	Pnl. E	Bg.	day night
			-,
XX			1
/ /		1	1
	(m)		
1/-		3	i
111	1 Par		
	To g	The same of the sa	1
,			

IK: TAKE IT REAL ...

Action:

Dialog:

Timing:



Sc. 21 and Pnl. B Bg. day night Sc. 21A Pnl. A Bg. Gay night day night

Dialog:	1K;	01	OW
	IL.	 20	UV.

Action: - IK SLOWLY RAISES FORK

Timing:

OCT 0 9 2014

Production:

1025-198

1025/

1025/10A

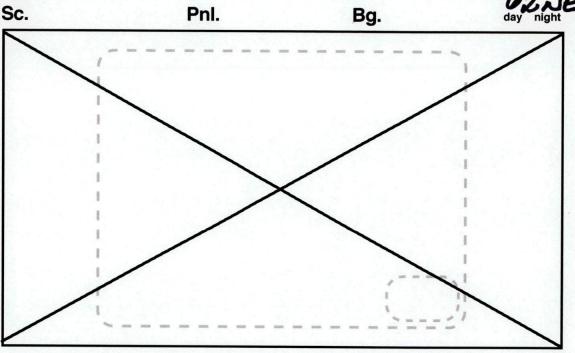
**EPISODE**#



#### **ADVENTURE TIME**



Sc. 22 Pnl. A Bg. day night

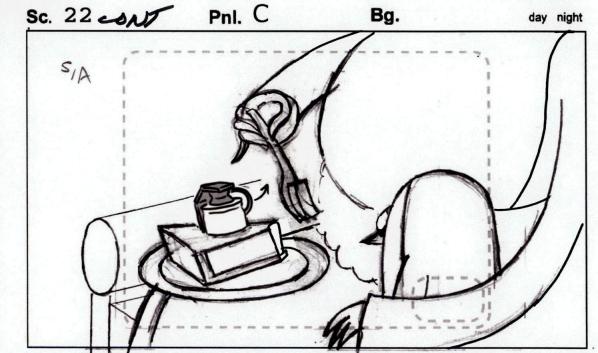


Timing:		
		OCT 0 9 2014
Action:		
Dialog:		
Dialog:		



Page 62

Sc. 22 20M Pnl. B Bg. day night



Dialog:		/
	IK:	HMM! (DAINTILY)

Action:

0 25

19

00

- IK PICKS A SMALL PIECE OFF OF CHEESE CAKE.

OCT 0 9 ZU14

Timing:

Production:

1025-198

1025/

Bg.

Sc. 22 CONT Pnl. D



Page 63 Sc. 23 Pnl. A day night

Dialog:

IK: MMM.

Action:

- IK LIFTS FORK TO MOUTH

- G. TRACKS ACTION

Timing:



Production:

1025-198

1025/198

# 1025/19

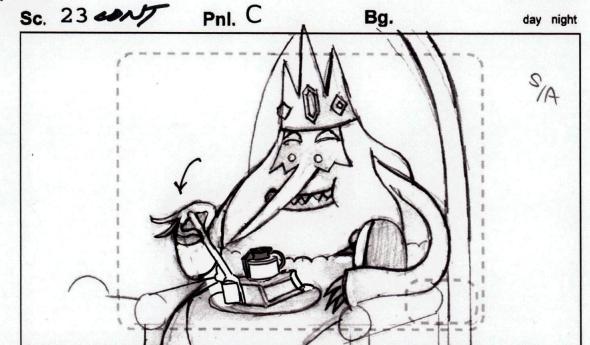
8

#### **ADVENTURE TIME**



Page 64

Sc. 23 LOND Pnl. B Bg. day night



Dialog:	IK;	OH'P	GETTING	FULL
Action:				
Timina:				

IK: MAYBE JUST ANOTHER TEENY CORNER.

OCT 0 9 2014

Production :

1025-198

25/

10

EPISODE #



#### **ADVENTURE TIME**



Page 65 Sc. 24 Pnl. A Sc. 24 DONT Pnl. B Bg. day night Bg. day night 5/A

Dialog:

IK: (0/5) [DAINTY NIBBLING]

Action:

ON GUNTER.

GUNTER WATCHES I.K. EATING.

OCT 0 9 2014

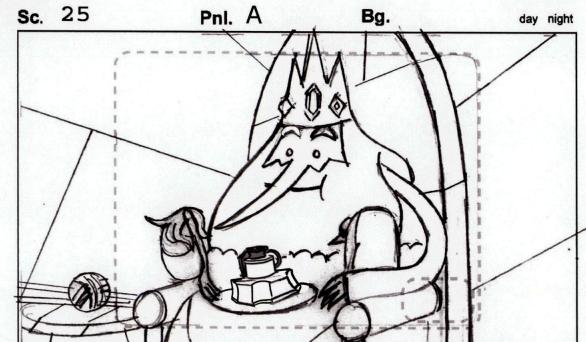
Timing:

Production:



Page 66

Sc. 24 conf Pnl. C Bg. day night



Dialog:

0

98

Action:

GUNTER IS BECOMING

Timing:



1025-

**EPISODE**#

6

25

10

Production:

Sc. 25 CONT Pnl. B Sc. 25 CONT Pnl. C Bg. Bg. day night S/A

Dialog:

0 2 O

> 19 8

> > SFX: \* FLAPPING \*

Action:

GUNTER FLAPS EXCITEDLY.

BD

CONT GUNTER FLAPPING.

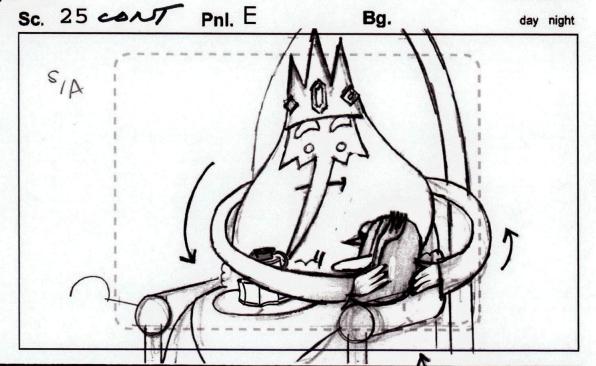
Timing:

OCT 0 9 2014



68

Sc. 25 coNT Pnl. D SIA



Dialog:

0 N 5

> 9 0

> > IK: WHAT'S WRONG, GUNTER? ...

SFX: \* FLAPPING\* -

Action:

CONT. GUNTER FLAPPING.

- IK PICKS UP GUNTER.

OCT 0 9 2014

Timing:

Production:

025-

**EPISODE**# 25/198

0

98

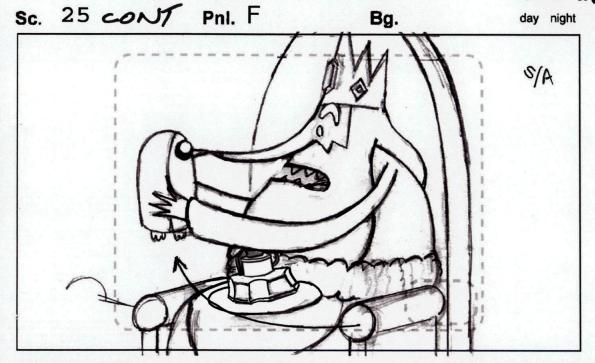
**EPISODE #** 1 9 8

25/

#### **ADVENTURE TIME**



Page 69



Sc. 25 conf Pnl. G Bg. day night

Dialog:

IK: DOES GUNTER WANT SOME

CHEESECAKE TOO?

IK: N00000!

Action:

- IK HOWS UP GUNTER.

Timing:



Page 70

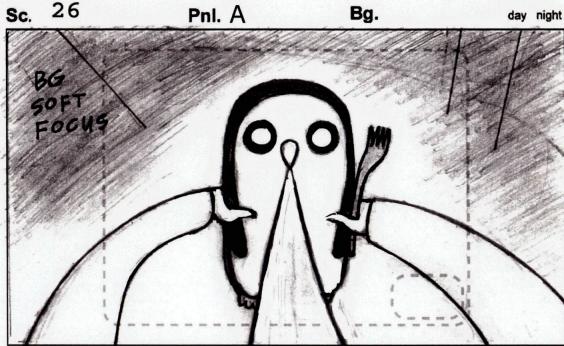
1025-198

#3

EPISODE#

Production :

Sc. 25 const Pnl. H Bg. day night



Dialog: |K: CHEESECAKE IS NOT GOOD FOR PENGUINS! SILLY
GUNTER! SILLY...

IK: ... GUNTER UNTER WOO!

Action: - IK TOUCHES HIS NOSE TO GUNTER'S BEAK

- ICE KING P.O.V.

OCT 0 9 2014

Timing:

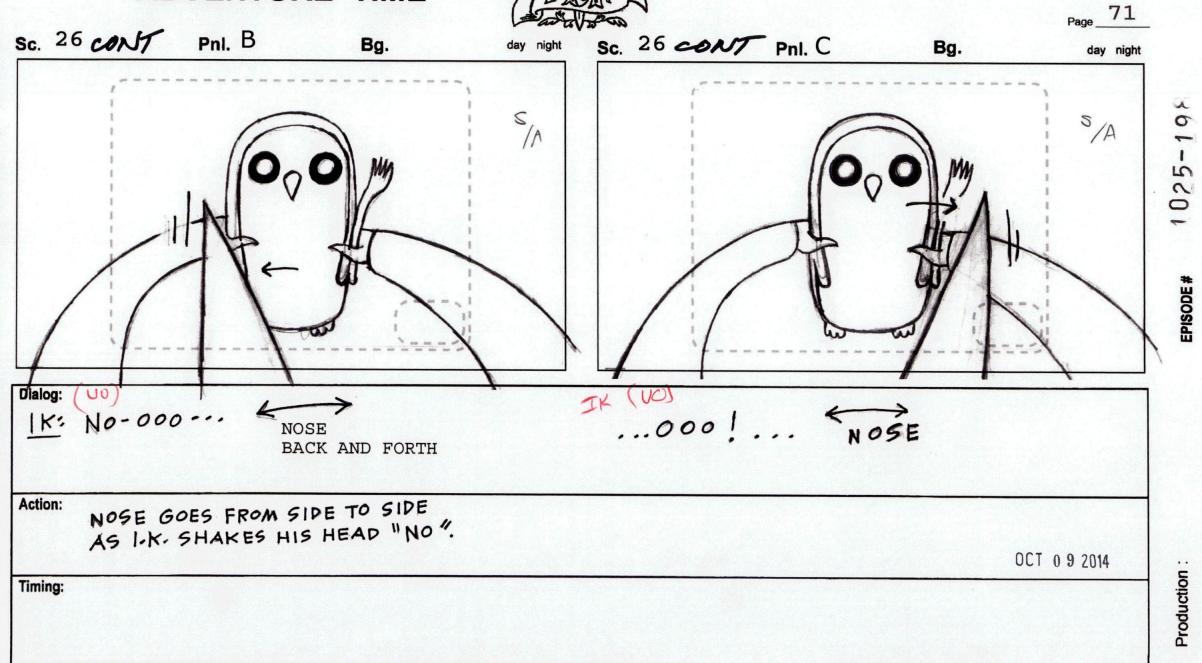
025

198

**EPISODE**#

#### **ADVENTURE TIME**





19

1025-198

EPISODE#

#### **ADVENTURE TIME**



Page 72 Sc. 26 CONT Pnl. D Bg. Sc. 26 CONT Pnl. E Bg. day night SIA Dialog:

Action:

HOLD (PAUSE)

GUNTER BLINKS

Timing:

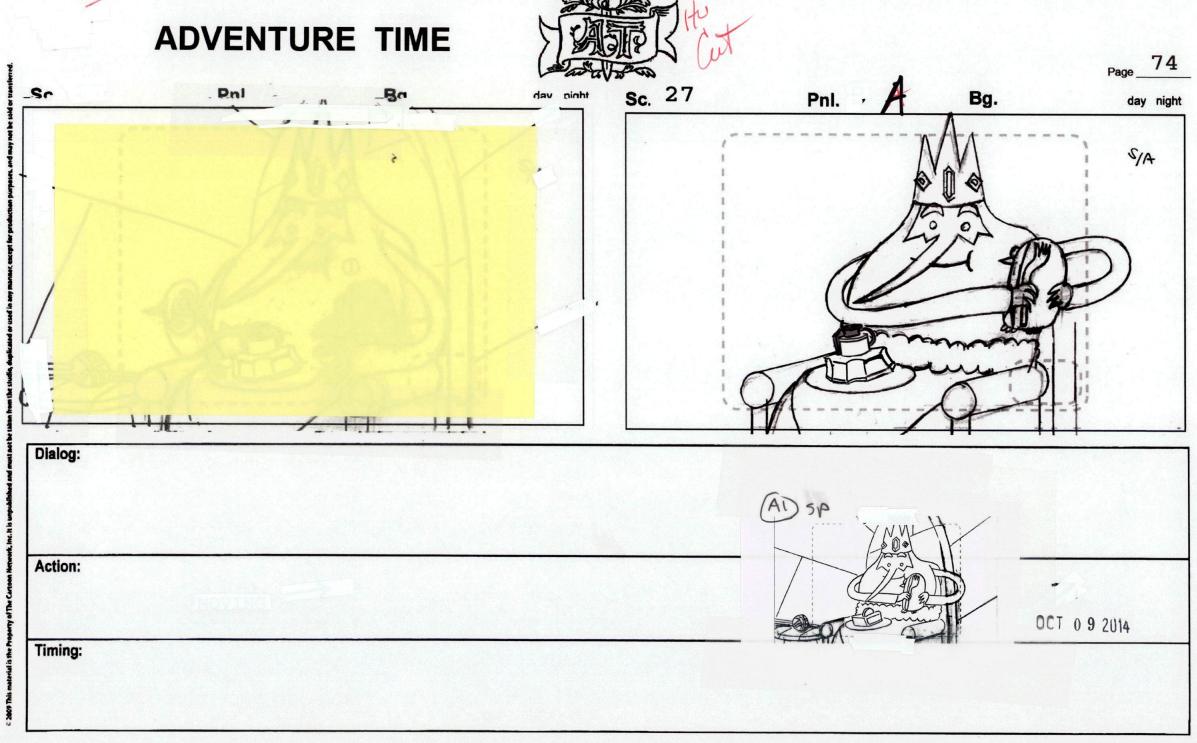
Production:



1025-198

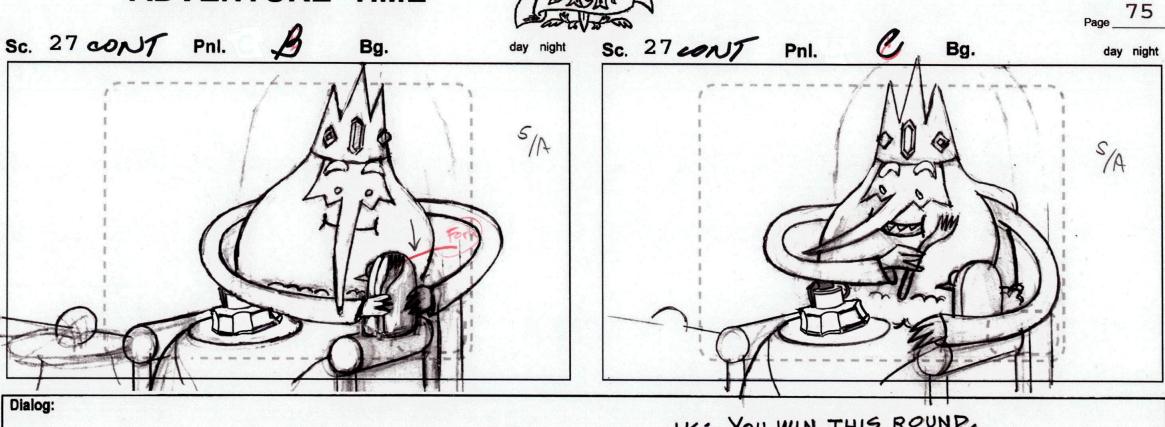
**EPISODE**#

Sc. 26 conf Pnl. F Sc. 26 cont Pnl. G Bg. - START OUT S/A Dialog: GUNTER: WENK. Action: - IK MOVES GUNTER BACK TO ARM OF CHAIR (CUT ON ACTION) Timing: OCT 0 9 2014



#### **ADVENTURE TIME**





IK: YOU WIN THIS ROUND,
MISTER CHEESECAKE.

Action:

PUTS GUNTER DOWN

OCT 0 9 2014

Timing:

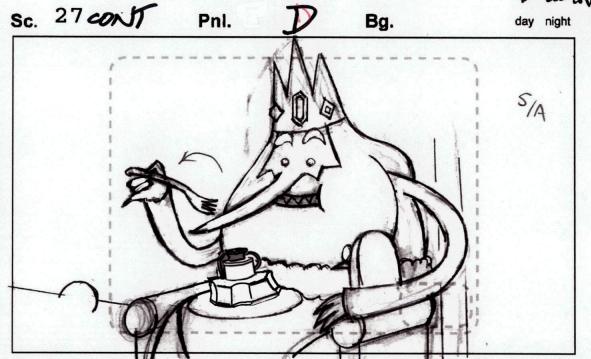
9 00 1025-198

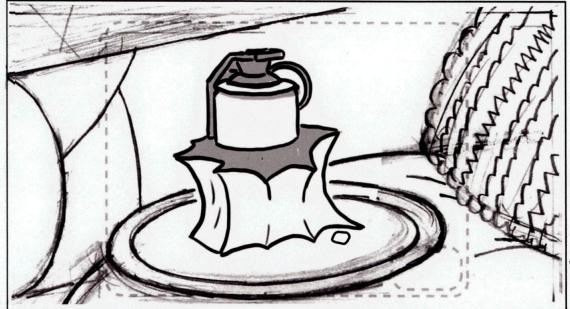
EPISODE #

#### **ADVENTURE TIME**



76 28 Pnl. A Bg. S/A





Dialog: IK: I'LL JUST CLEAN UP ...

... A FEW CRUMBS, AND ...

Action:

-CU OF CHEESCAKE.

OCT 0 9 2014

Timing:

00

SG. 28 CONT Pnl. B Вp.

0 N

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9

00



Sc. 28 CONT Pnl. C

Bg.

day night



TU CUTOFF Dialog: ... LEAVE THE REST ... Action: Timing:

... FOR TOMORROW. TK:

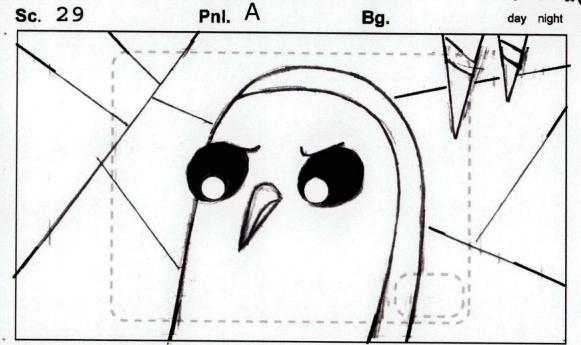
IK SCRAPES CRUMBS AND ICING

OCT 0 9 2014





78 Sc. 29 cont Pnl. B Bg.



Dialog:

Action:

Timing:

IK: I'VE HAD --

-G. GROWS MORE FRUSTRATED.

[K:

OCT 0 9 2014

ENOUGH FOR one Day.

Production:

1025-198

EPISODE #



#### **ADVENTURE TIME**



Page \_ 79

Sc. 30 Pnl. A Bg. Sc. 30 CONT Pnl. B Bg. day night

Dialog:

SFX SCRAPE SCRAPE SCRAPE

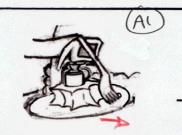
Action:

IK SCRAPES PLATE WITH FORK.

IK SCRAPES PLATE WITH FORK

OCT 0 9 2014

Timing:



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1025/

Sc. 30 CONT Pnl. C Bg. day night

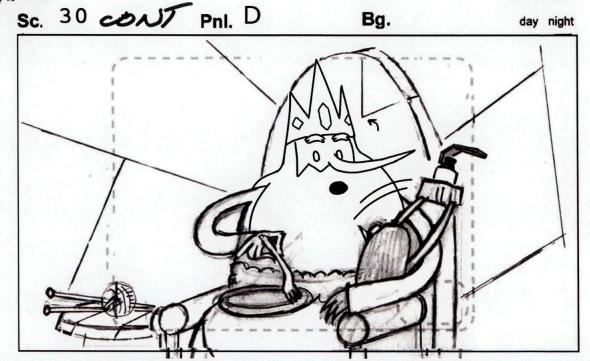
CZ 6 WING

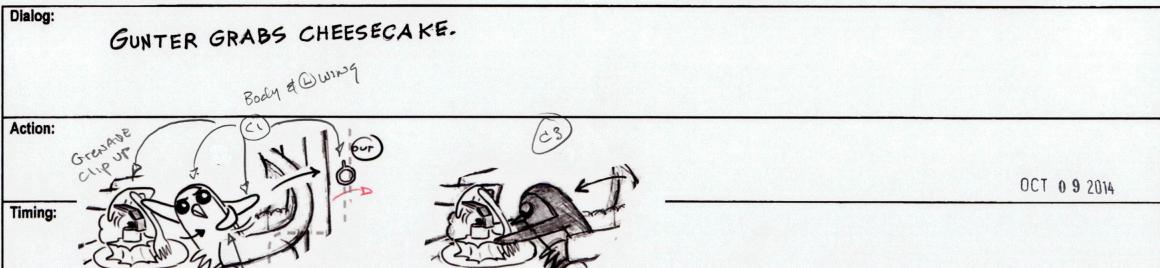
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	and a	War Con	Page 81
Sc. 30 CONT Pnl. E	Bg. day night	Sc. 30 CONT Pnl. F	Bg. day night
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	0	- HA	0
Dialog:		IN: Must	
		IK: MMP!	
Action:			
			OCT 6 0 2014
Timing:			OCT 0 9 2014

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9 0

Page 82 Sc. 30 CONT Pnl. G Sc. 30 CONT Pnl. H Bg. Bg. day night 5 Dialog: GUNTER WALKS UP A Action: ANTIC GUNTER OCT 0 9 2014 Timing:

**EPISODE**#

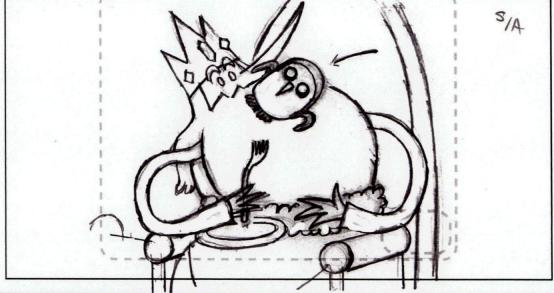
25/198

#### **ADVENTURE TIME**



Sc. 30 and Pnl. I Bg. day night Sc. 30 cont Pnl. J Bg. day night

Dialog:



IK: WWb;

Action: - GUNTER HOPS

- GUNTER STOMPS REST OF CHEESECAKE INTO IK'S MOUTH.

OCT 0 9 2014

Timing:

EPISODE#

#### **ADVENTURE TIME**



Sc. 30 CONT Pnl. K Bg. day night Sc. 30 CONT Pnl. L Bg. day night

Dialog:

IK:GLP!

Action:

GUNTER WALKS BACK
GUNTER

GUNTER

GUNTER

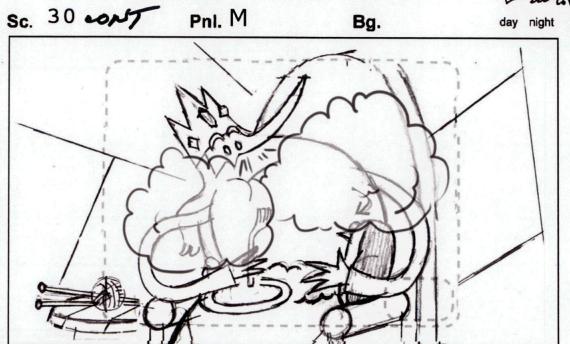
GUNTER

OCT 0 9 2014

Timing:



sc. 30 cont Pnl. N Bg.





Dialog: IK: GUNTER!

Action:

Timing:

OCT 0 9 2014

Page 85



Page 86 Sc. 30 conf Pnl. P Bg. day night

Sc. 30 CONT Pol. O

Dialog:

Action:

IK RECOVERS (1)

Timing:

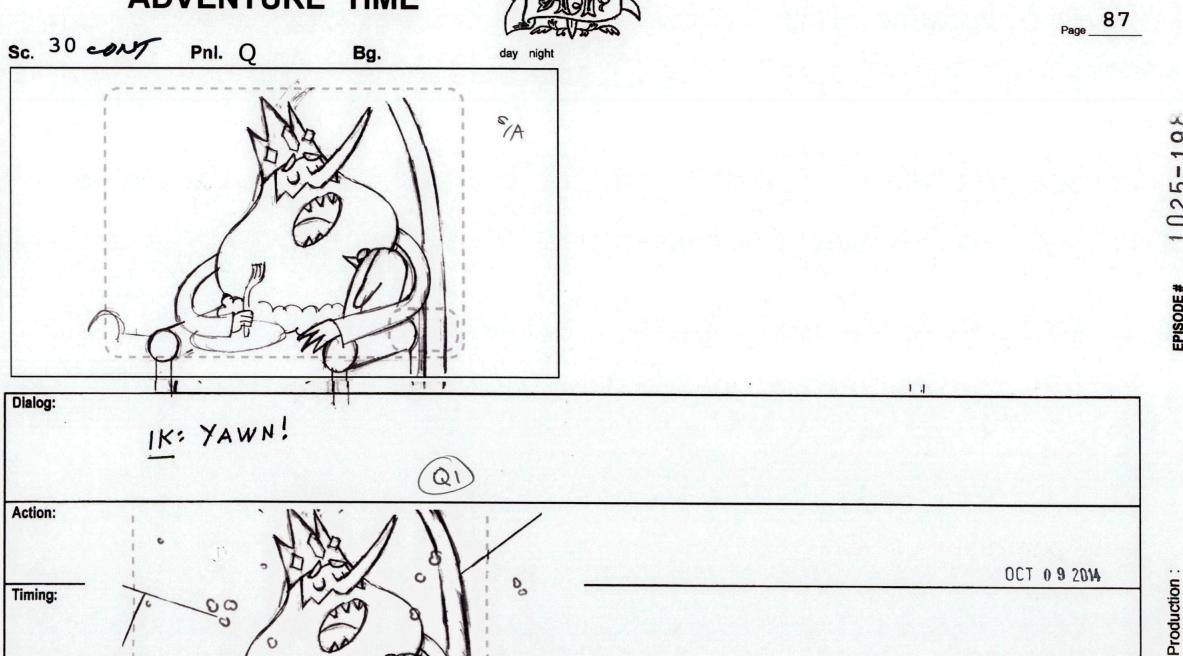
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Production:

1025-198

EPISODE #



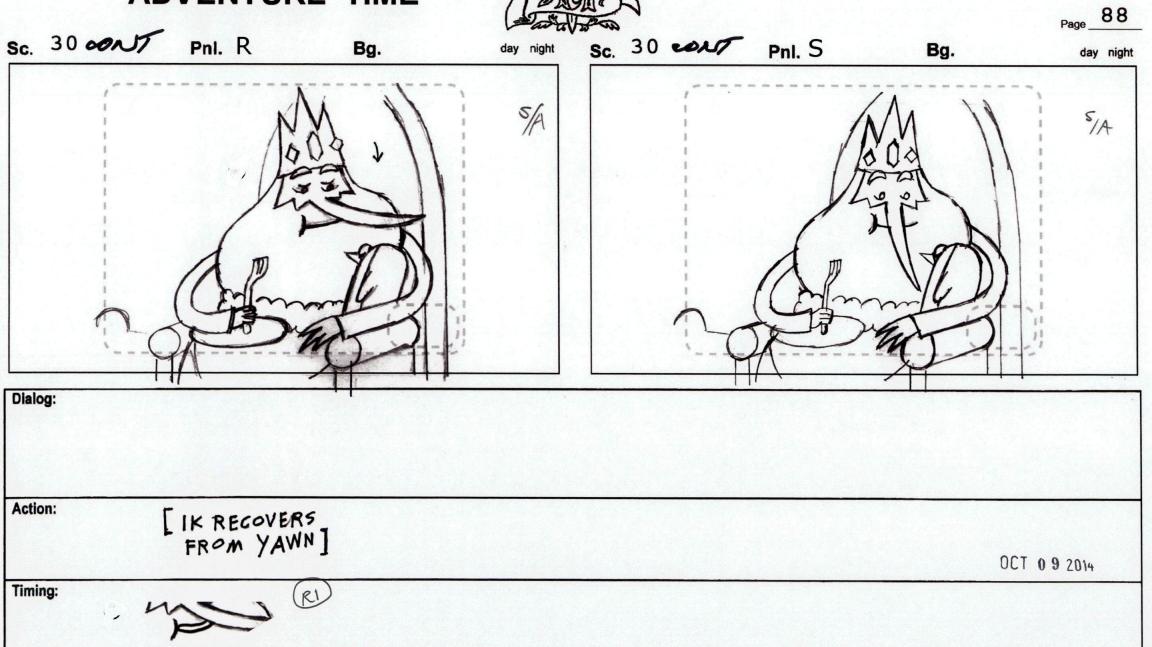


**EPISODE**#

Production:

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	and wo	

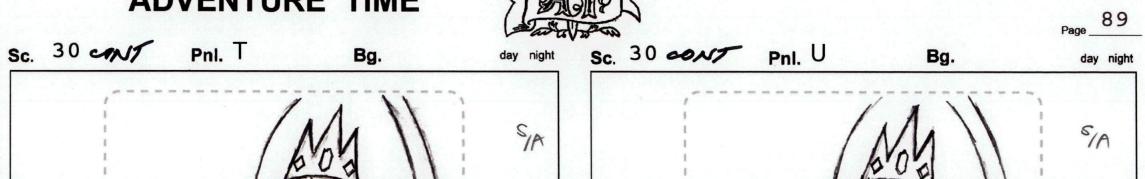
#### **ADVENTURE TIME**

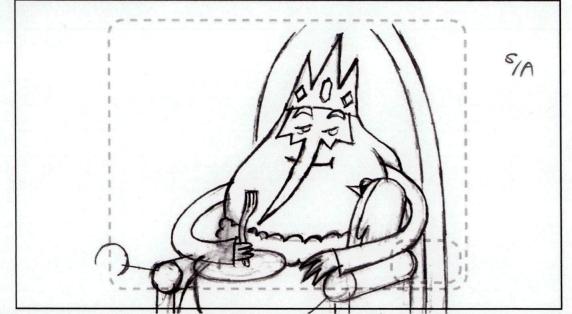


EPISODE#

#### **ADVENTURE TIME**







Dialog:	IK:	MY	LITTLE	PAL	

Action: IK SETTLED

- IK LOOKS PROWSY.

OCT 0 9 2014

Timing:

**EPISODE**#

#### **ADVENTURE TIME**



Page 90 Sc. 30 conf Pnl. V Sc. 30 -ONT Pnl. W Bg. Bg. SIA Dialog: IK: GUNTER I LOVEY --IK: ZZZ ... Action: IK SLEEPS, CONTENTEDLY OCT 0 9 2014 Timing:

Production:

Bg.

Sc. 30 cont Pnl. X



31 Pnl. A Bg. Sc. %

**EPISODE**#

10.25, 10 R

Dialog:

IK: ZZZ

Action:

GUNTER LEANS IN A BIT, LOOKING AT IK.

GUNTER IS LOOKING AT IK.

OCT 0 9 2014

Timing:

Production:



Page 92

Sc. 31 2007 Pnl. B Bg. day night

Sc. 31 const Pnl. C Bg. day night

Dialog:

1025/19

00

Gunter/ [wenk]

Action:

GUNTER SETTLES BACK.

GUNTER SHRUGS WITH INDIFFERENCE.

OCT 0 9 2014

Timing:

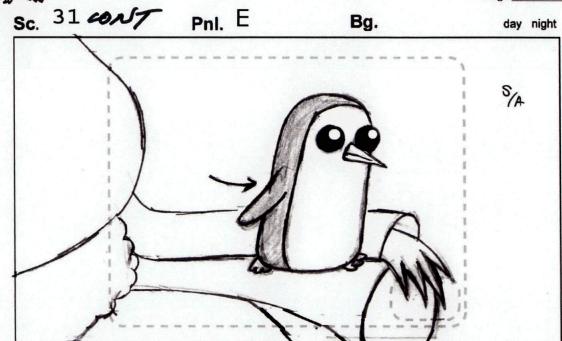
Production:

1025-198

EPISODE#



Sc. 31 CONT Pol. D



Dialog:

Action: (RECOVER GUNTER) GUNTER EXITS ...

OCT 0 9 2014

Timing:

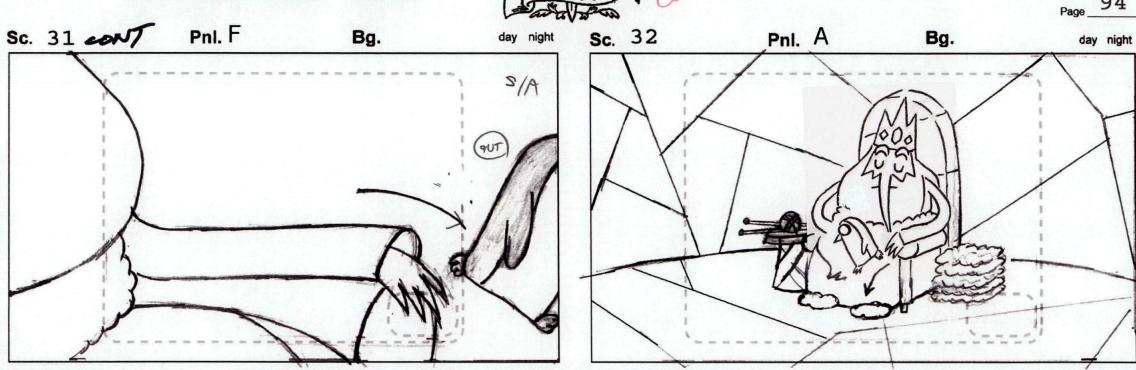
Production:

**EPISODE**#

**EPISODE**#

#### **ADVENTURE TIME**





Dia	og:

Action:

- IK SLEEPS, CONTENTEDLY.
- GUNTER WALKS OUT, PURPOSEFULLY. 1

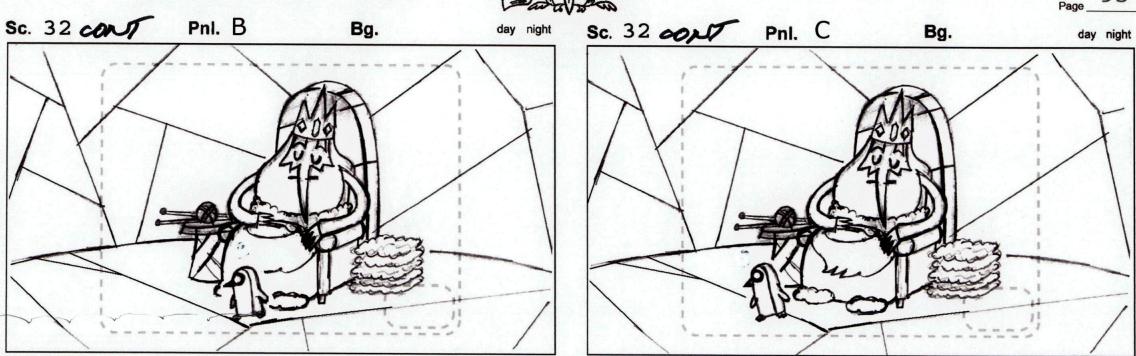
OCT 0 9 2014

Timing:

**EPISODE**#

#### **ADVENTURE TIME**





Dialog:

Action: GUNTER WALKS OUT 2

GUNTER WALKS OUT 3

OCT 0 9 2014

Timing:

1025/198

# Production:

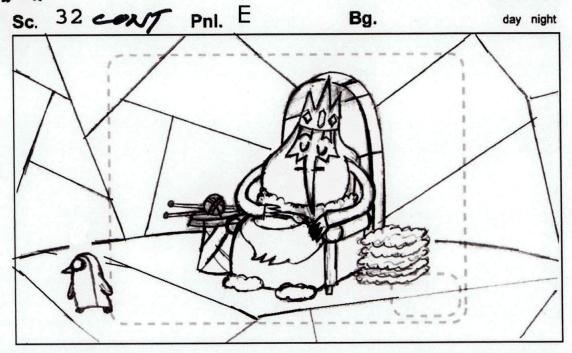
1025-198

EPISODE #

#### **ADVENTURE TIME**



Sc. 32 and Pnl. D Bg. day night



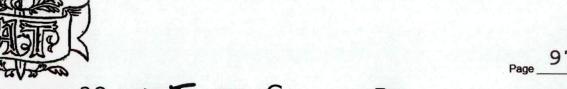
Dialog:

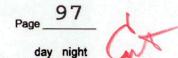
Action: GUNTER WALKS OUT 4 GUNTER WALKS OUT 5

Timing:

1025/198



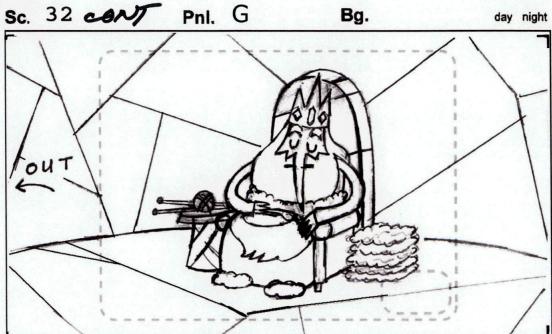




1025-198

EPISODE#

Sc. 32 cont Pnl. F Bg.



Dialog: Action: GUNTER WALKS OUT 6 GUNTER WALKS OUT OUT OCT 0 9 2014 Timing: END OF ACT 1

Production:

EPISODE#

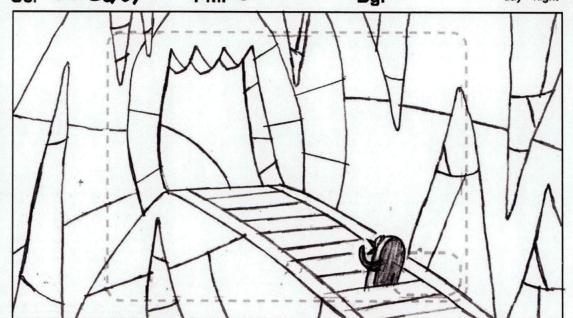
Production:

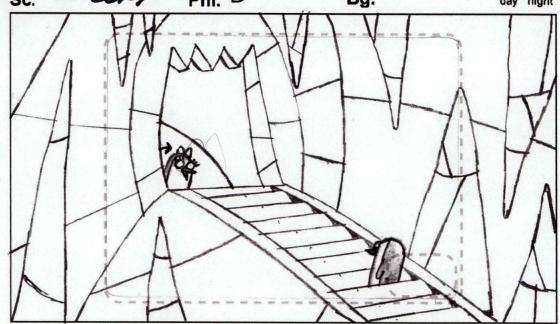
## **ADVENTURE TIME** Pnl. A Sc. 33 cout Pnl. B Bg. Sc. 33 Bg. Dialog: Action: ON BG - GUNTER SCURRIES UP STAIRS OCT 0 9 2014 Timing:

#### **ADVENTURE TIME**



Page 99 Sc. 33 carr Pnl. C Sc. 33 cont Pnl. D Bg. Bg. day night





Dialog: GUNTALINA: WENK WENK? GUNTER: WENK WENK WENK! (PAUSES ON THRESHOLD.) Action:

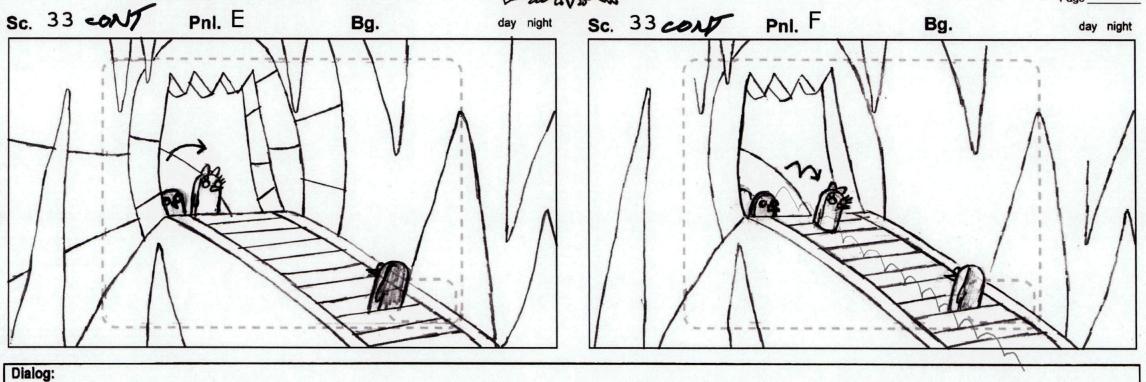
- GUNTHAUNA APPEARS IN DOORWAY

OCT 0 9 2014

Timing:



Page 100



25/19

1025-198

Action:

Timing:

OCT 0 9 2014

Production:



Page 101

Sc. 33 LOND Pnl. G Bg. day night

Sc. 33 CON Pnl. H Bg. day night

Dialog:

10

25

60

ALL: WENK WENK WENK ...

ALL: WENK WENK WENK ...

(CONTINUES THROUGH

NEXT SCENE)

Action:

- PENGUINS FILE IN.

OCT 0 9 2014

Timing:

Production:

1025/198

**EPISODE**#

**EPISODE**#

1025/198

#### **ADVENTURE TIME**



Page 102

Sc. 33 cary Pnl. I Bg. day night Sc. 33 cary Pnl. J Bg. day night

Dialog:

Action:

NOTE: WADDLE-Y ANIMATION (NOT TOO ORDERLY)

- GUNTER TURNS, WALKS WITH GUNTALINA.

OCT 0 9 2014

Timing:

Production:



Page\_103

Sc. 33 CONT Pol. K Sc. 33 CONT Pol. L Bg.

1025/198

1025-198

Dialog:

Action:

PENGUINS CONTINUE WALKING DOWN STAIRS.

PENGUINS CONT. WALKING.

Timing:

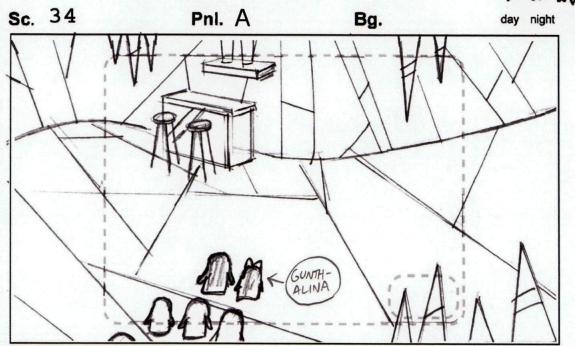
OCT 0 9 2014

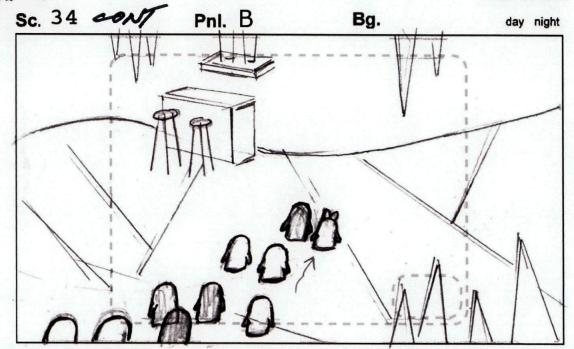
Production:

**EPISODE**#

### **ADVENTURE TIME**







Dialog:

Action:

PENGUINS DISPERSE THROUGH THE MAIN ROOM.

Timing:

1025/198

OCT 0 9 2014

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EPISODE#

#### **ADVENTURE TIME**



Page 105 Sc. 34 CONT Pnl. C Sc. 34 cost Pnl. D Bg. Bg. Dialog:

Action:

Timing:

**EPISODE**#

#### **ADVENTURE TIME**



Page 106

Sc. 35 Pnl. A Bg. day night Sc. 35 cont Pnl. B Bg. day night

Dialog:

Action:

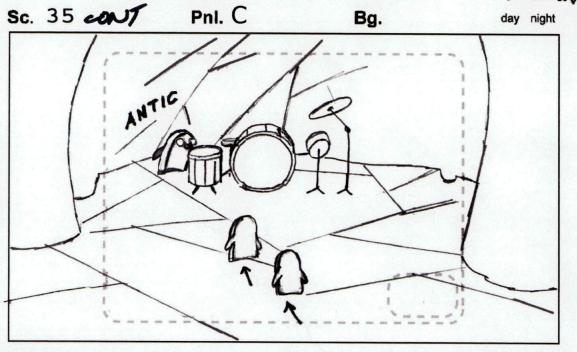
PENGUINS SCURRY IN.

Timing:

Production :



Page 107



Sc. 35 PONT Pnl. D Bg. day night

Dialog:

Action:

PENGUIN JUMPS ONTO STOOL/ GRABS DRUMSTICK BEHIND HIM.

Timing:

1025

#### **ADVENTURE TIME**



Sc. 35 LANT Pnl. E Bg. day night

Sc. 35 cont Pnl. F Bg. day night

Dialog:

STARTING UP DRUMS:

TAT-TAT-TAT!

BOOM-BOOM! (BASS DRUM)

Action:

PENGUIN PULLS OUT

A DRUMSTICK.

PENGUIN STARTS UP,

THE DRUMS.

Timing:

1895/198

OCT 0 9 2014

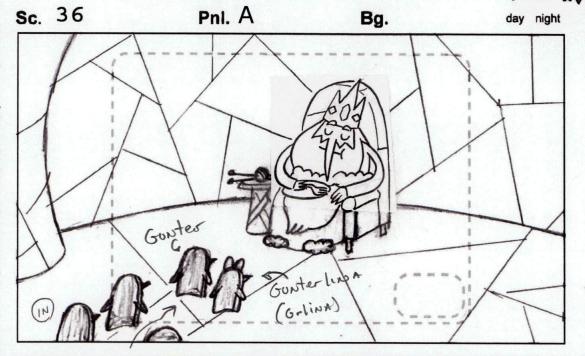
Page 108



Page 109

**EPISODE**#

5/198



Sc. 36 COUT Pnl. B Bg.

Dialog:

SFX= DRUMS CONT. (05)

SFX = ORGAN STARTS (OS)

Action:

PENGUINS ENTER (IN THE LEAD ARE GUNTER AND GUNTALINA)

OCT 0 9 2014

Timing:

Production:

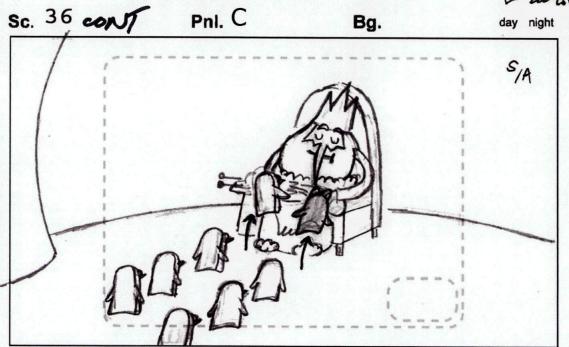
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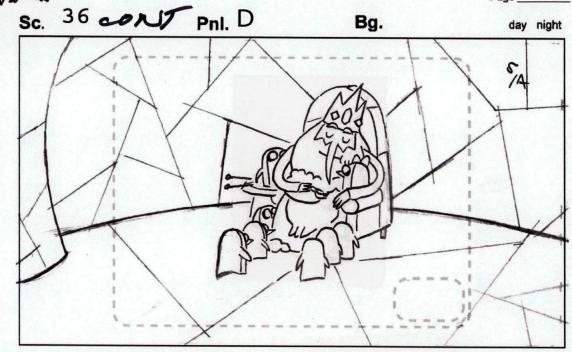
Timing:

#### **ADVENTURE TIME**



Page 110





Action:

- GUNTER AND GUNTALINA JUMP UP.



Production:

1025-198

**EPISODE**#



Page\_111

Sc. 36 CONT Pnl. E Bg. SIA

Sc. 36 CONT Pnl. F Bg. day night

1025-198

1025/198

Dialog:

Action:

- THE PENGUINS PICK UP .

IK

Timing:



PENGUINS CARRY OUT KING.

OCT 0 9 2014



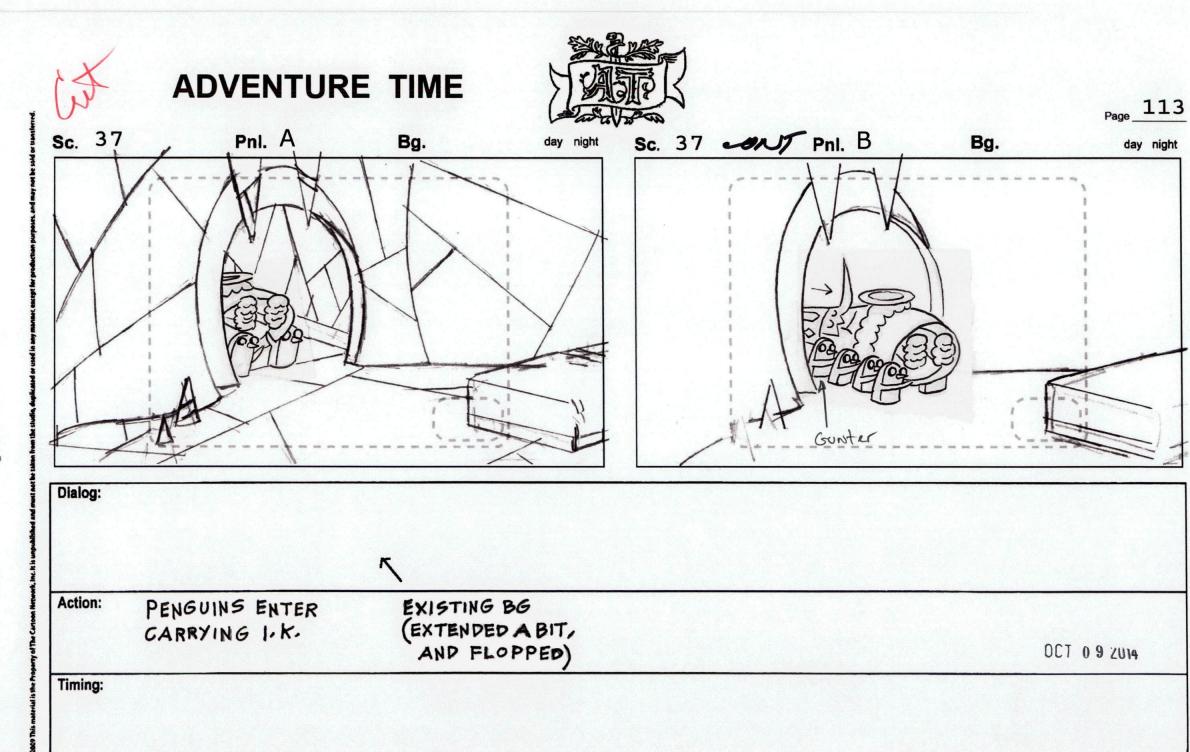
Sc. 36 conf Pnl. G Bg. day night Sc. 36 conf Pnl. H Bg. day night

Timing:		OCT 0 9 2014
Action:	- PENGUINS WALK OFFIS.	
Dialog:		

Production :

1025-198

EPISODE #

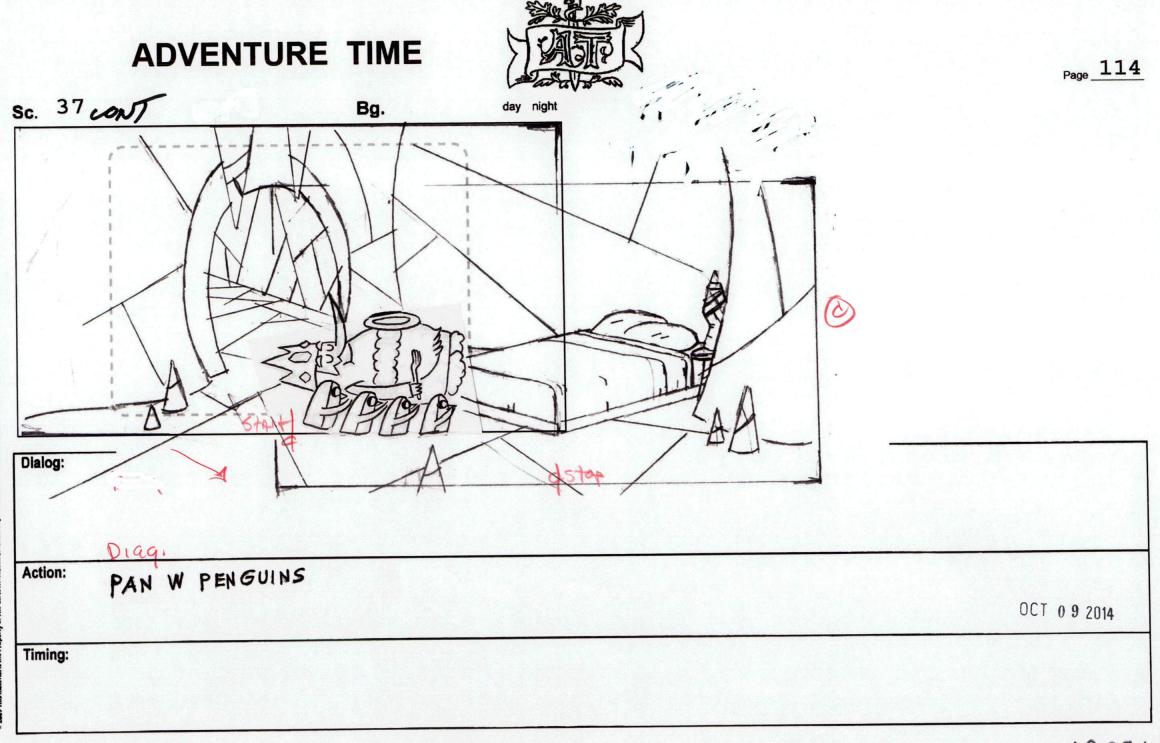


Production:

day night

**EPISODE**#

Production:

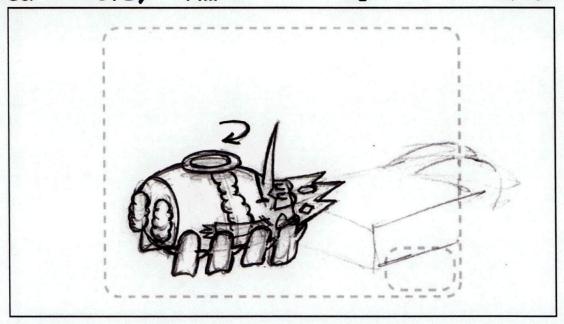




Page 115

Sc. 37 cont Pnl. D Bg.

Sc. 37 CONT Pol. E Bg. day night



Dialog: Action: END OF TURN PENGUINS TURN I.K. OCT 0 9 ZU14 Timing: 97 5-6-11NA

Production:

1025-198

EPISODE#



Page 116

Sc. 37 LONS Pnl. F Bg. day night

Sc. 37 LONG Pnl. G Bg. day night

Dialog:

Action:

SETTLE

Timing:



PENGUINS CARRY

CONT TO END OF PAN

OCT 0 9 2014

Production:

1025-1

EPISODE #

Action:

Timing:

1025-198

EPISODE#

#### **ADVENTURE TIME**



Page 117 Sc. 37 cont Pnl. H Sc. 37 CONT Bg. Pnl. I Bg. day night

Dialog:

PENGUINS LOWER I.K. PENGUINS SETTLE.

OCT 0 9 2014

19

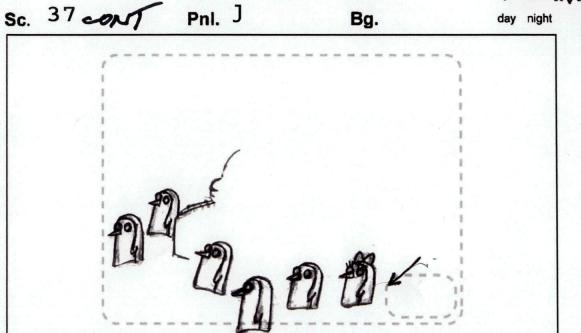
# Production:

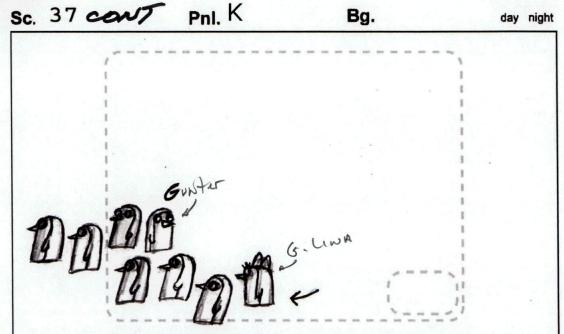
**EPISODE**#

#### **ADVENTURE TIME**



Page 118





Dialog:

Action: PENGUINS HEAD OUT (WADDLING, NOT TOO GROERLY)

OCT 0 9 2814

Timing:



Page 119

Sc. 37 ONT Pnl. M

Bg.

day night

025-19

PISODE #

n: EPIS

Sc. 37 conf Pnl. L Bg. day night

5/19

Action:

OCT 0 9 2014

Timing:



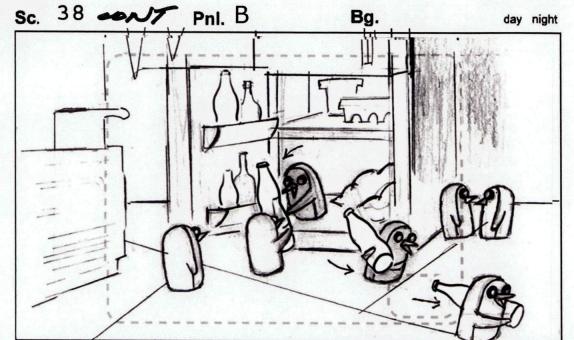


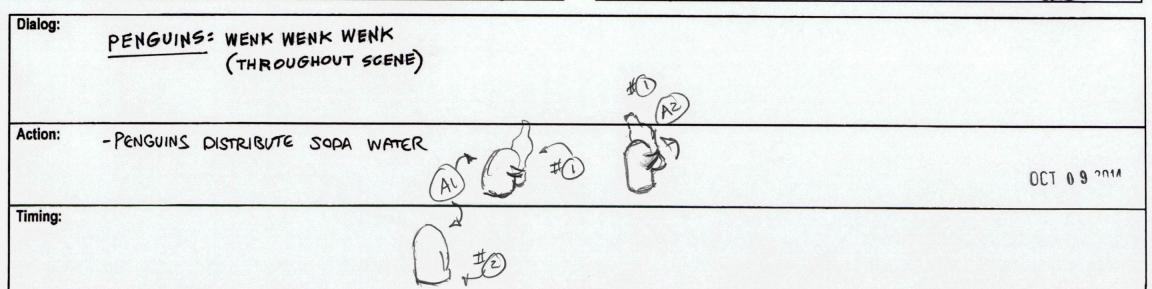
Page 120

Sc. 38

Pnl. A

Bg. day night





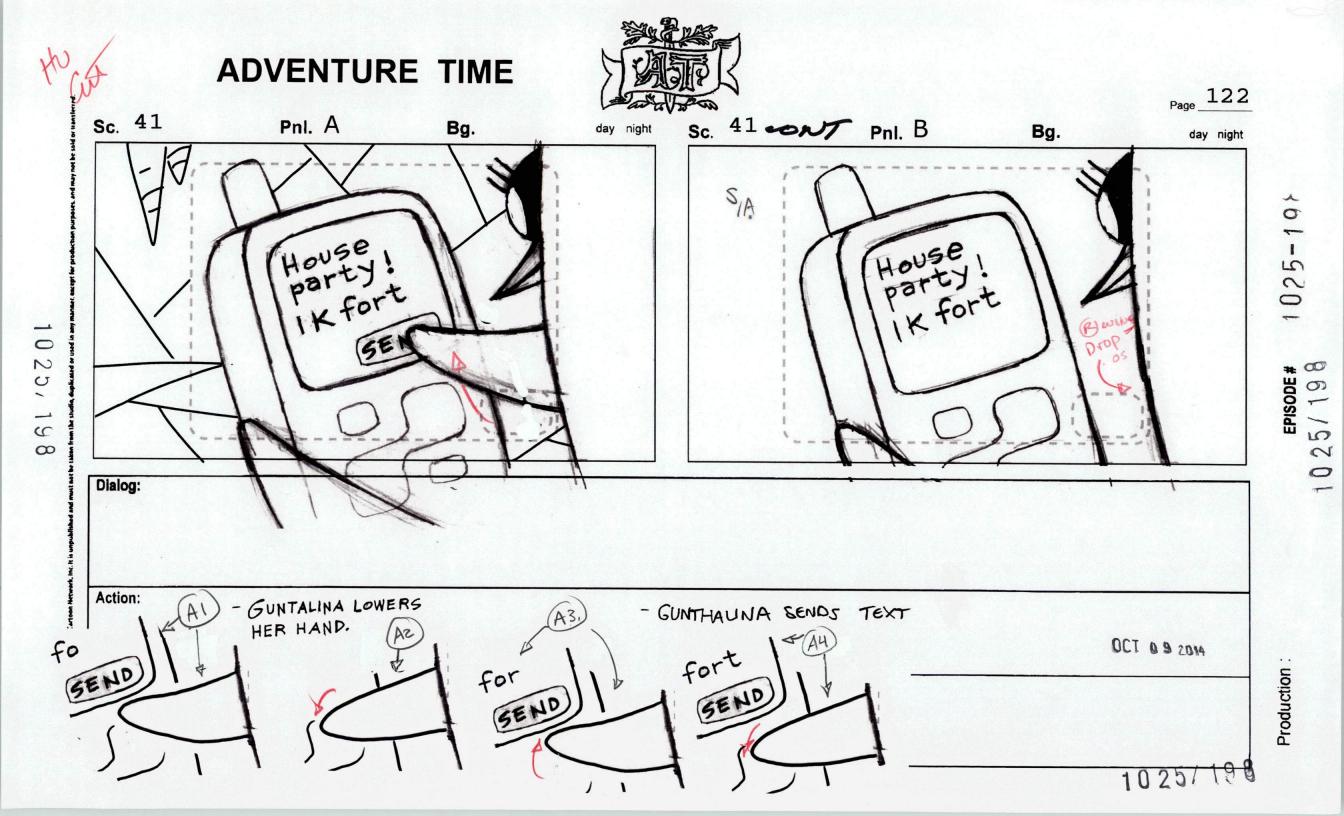
Production:

1025-198

EPISODE#

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1025/198







Dialog:

025

98

A REPLY COMES UP ON THE PHONE.

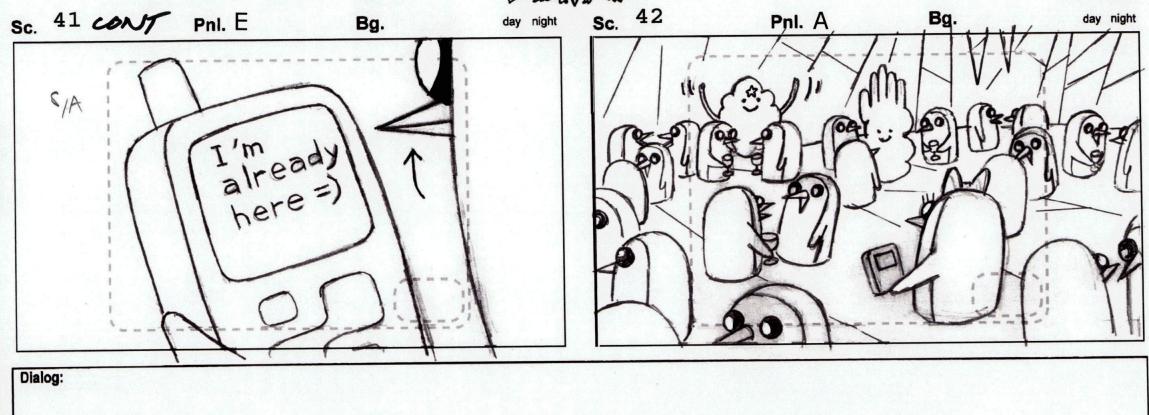
GUNTALINA LOOKS AT REPLY.

OCT 0 9 2014

Timing:



Page 124



Action:

GUNTALINA LOOKS UP FROM THE PHONE.

GUNTALINA IS LOOKING AT L.S.P. WHO IS WAVING (AND BOBBING UP AND DOWN A BIT) -

OCT 0 9 2014

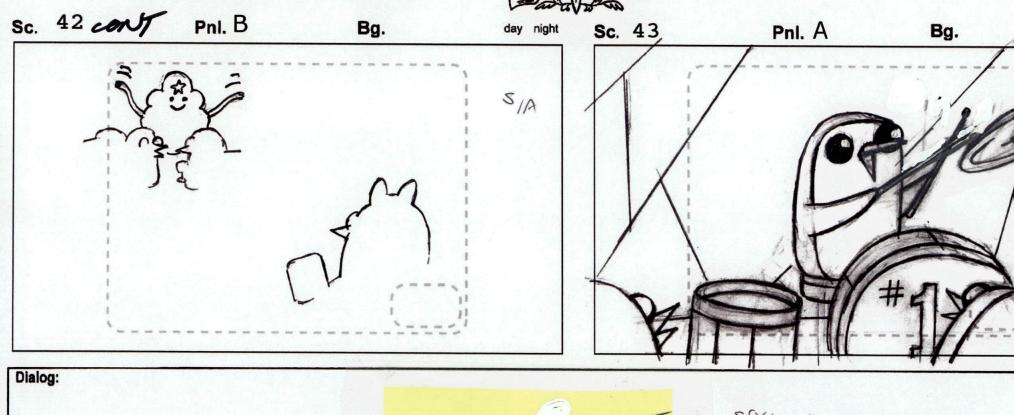
Timing:

1025-198

0

#### **ADVENTURE TIME**





Action:

- B POSE

PENGUIN IMPROVISES
ON THE DRUMS.

OCT 0 9 2014

- CYCLE
A/A

Production:

Page 125

day night

1025-198

**EPISODE**#



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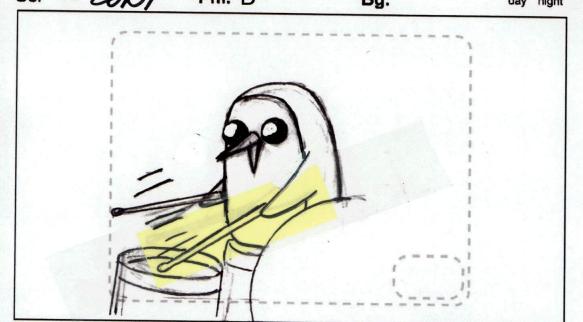
Sc. 43 CONT Pnl. B Bg.

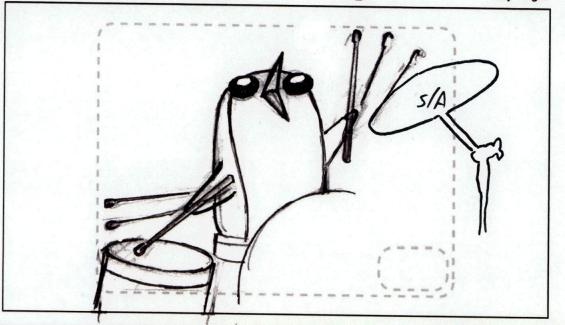
Sc. 43 CANT Pnl. C

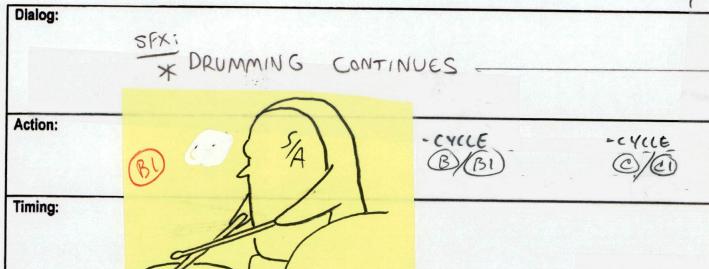
day night

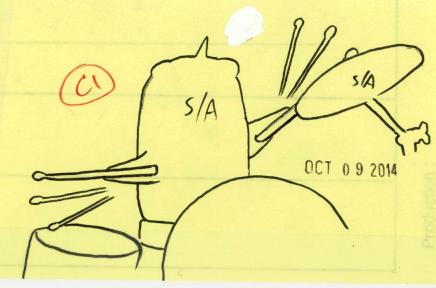
025-198

25/198

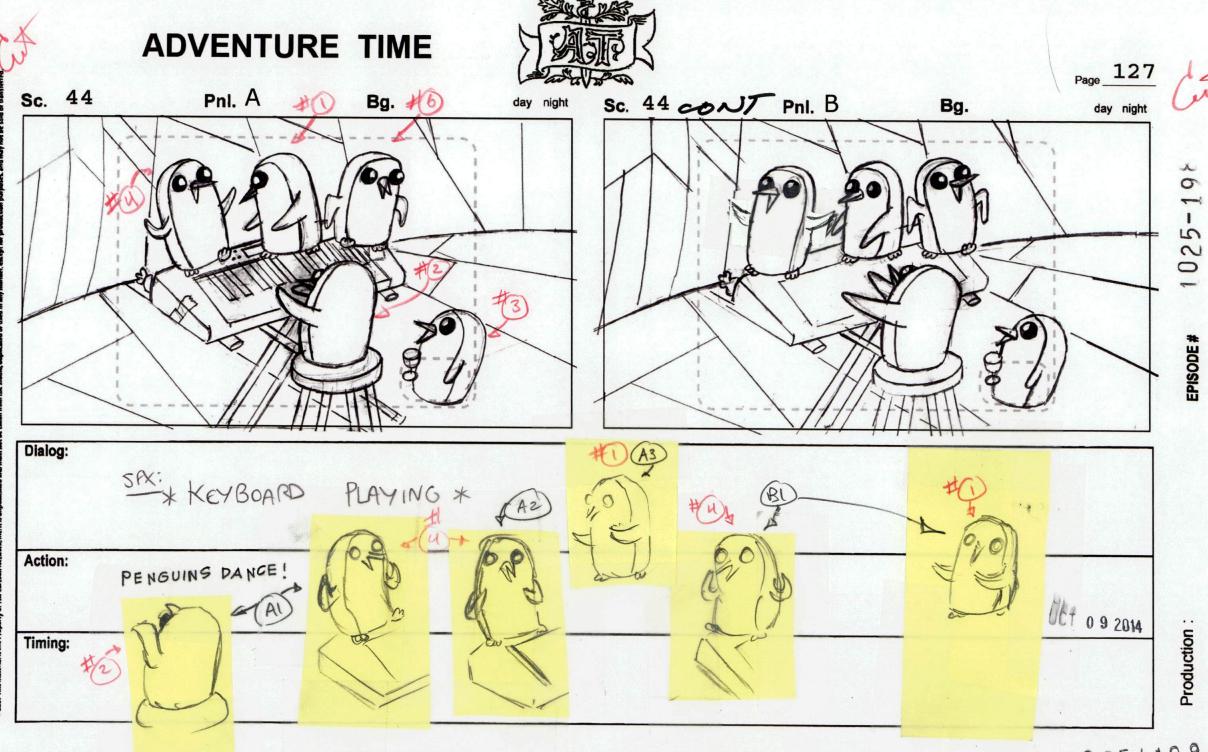








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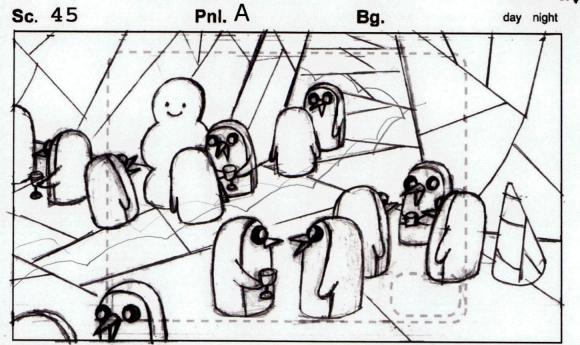


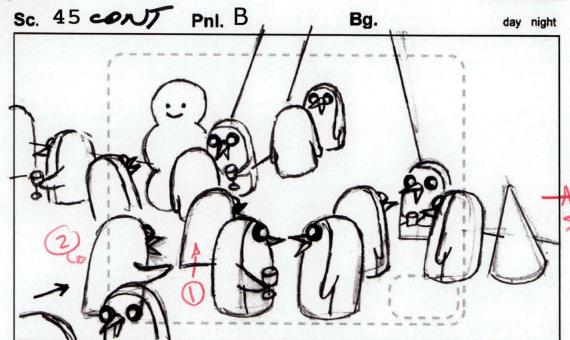
25/198





Page 128





Dialog: SOUND : MUSIC | PENGUINS WENKING

Action:

ON PENGUINS CHATTING.

TWO PENGUINS RUN THROUGH .

OCT 0 9 2014

Timing:

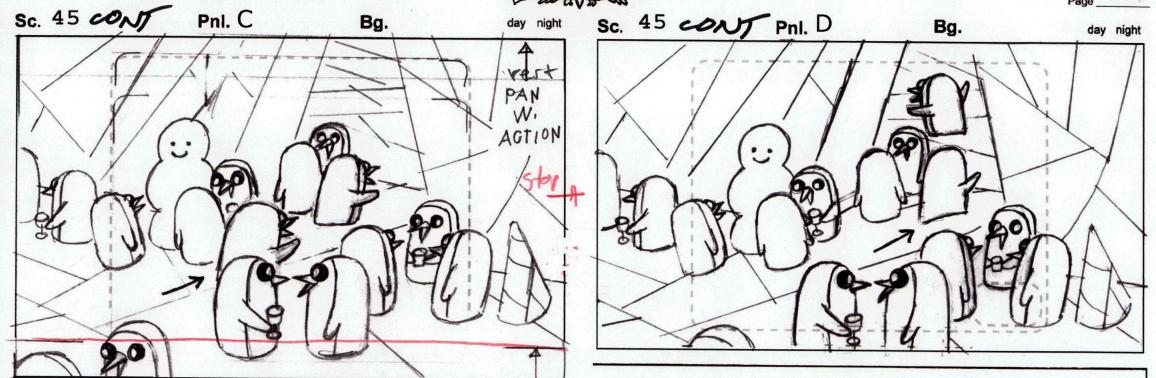
Production:

1025-198

## ADVENTURE TIME



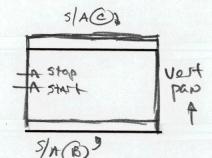
Page 129



Action:

TWO PENGUINS RUNNING.

Timing:



TWO PENGUINS CONT. RUNNING.

OCT 0 9 2014

Production:



Page 131 Sc. 46 cm/ Sc. 46 CONT Pol. Bg.

1025-198 EPISODE# 025/19

day night

Dialog:

MENKMENKMENK

LSP/ Hahaha that's so true! I am the prettiest one here.

Action:

- ON L.S.P. AND GUNTALINA
- CONT. PENGUIN SWINGING FROM ICICLE.

Timing:



Production:

1025/198

OCT 0 9 2014

0 2 5/

19

Page \_ 132



Page 133

Sc. 48 Pnl. A Bg. day night Sc. 48 Pnl. B Bg. day night

Dialog:

P: WENK-WENK,

P: \* K155 X

Action:

ON HAPPY PENGUIN.

PENGUIN KISSES ICICLE.

OCT 0 9 2014

Timing:



Production:

1025-198

**EPISODE**#

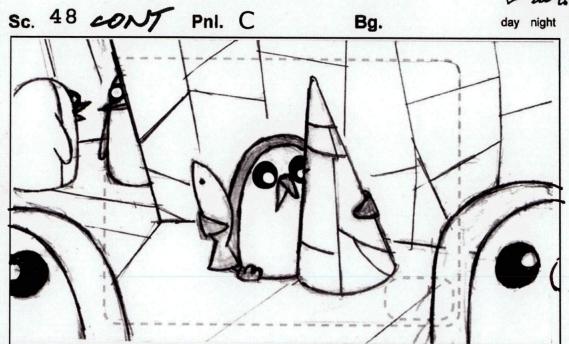
 $\infty$ 

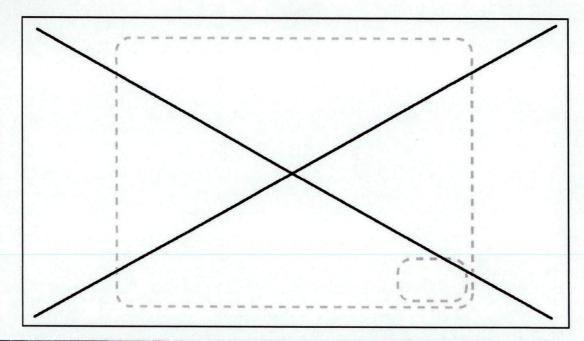
25/19

0



Page 134





Dialog:

Action:

PENGUIN SETTLES DOWN BESIDE ICICLE.

Timing:

OCT 0 9 2014

Production:

1025-198

**EPISODE**#

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.0 00 025/198

1025-198

**EPISODE**#

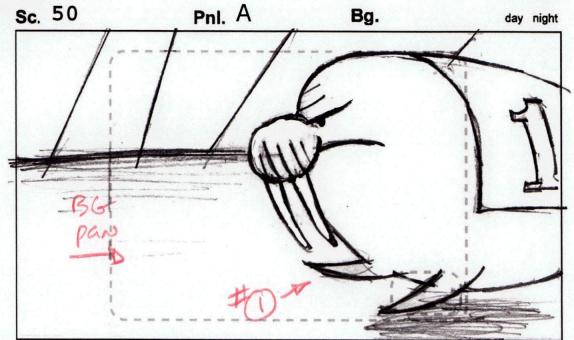
1025/19

#### **ADVENTURE TIME**



Page 136

Sc. 49 CONT Pnl. C Bg.



Dialog:

penguins/ [wenk walla]

Action:

WALRUSES JOCKEY FOR POSITION.

OCT 0 9 2014

Timing:



Page 137

Sc. 50 cont Pnl. B Bg. day night

Sc. 50 cart Pal. C Bg. day night

GAIN PAN WATRUS # 5 AN

BG

Par

D	ia	log	ı:
_	-	_ 3	-

10

25

19

0

PENGUINS: (0/S) WENK WENK !

Action:

Timing:

OCT 0 9 2014

Production:

1025-198

**EPISODE**#



Page 138

Sc. 50 CONT Pnl. D cont GAIN Pan Pnl. A Sc. 51 Bg. Dialog:

PENGUINS: WENK WENK WENK!

Action: #5 PULS AHEAD

Timing:

EXCITED PENGUINS WATCH THE RACING WALRUSES.

OCT 0 9 2014

Production:

1025-198

EPISODE#

1025-

**EPISODE**#

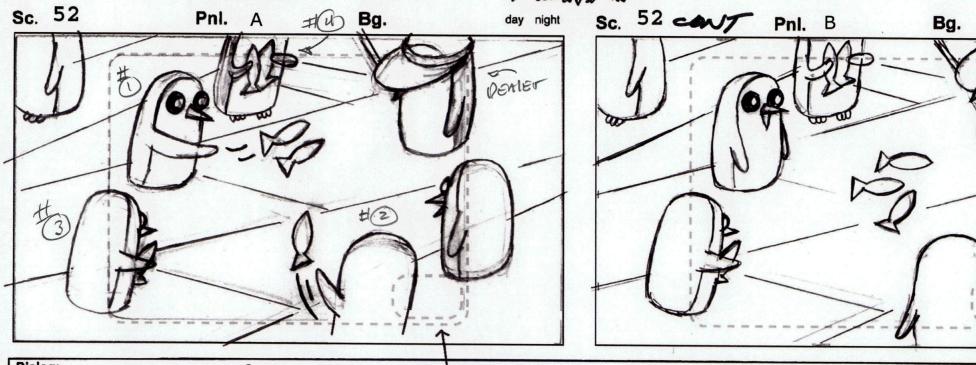
1025/198



### **ADVENTURE TIME**

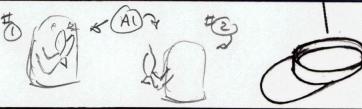


Page 139



day night





PENGUINS: WENK WENK !

Action:

PENGUINS BET FISH ON THE WALRUS RACE.

ONE OF THE PENGUINS WEARS A CROUPIER'S HAT.

OCT 0 9 2014

Timing:

8

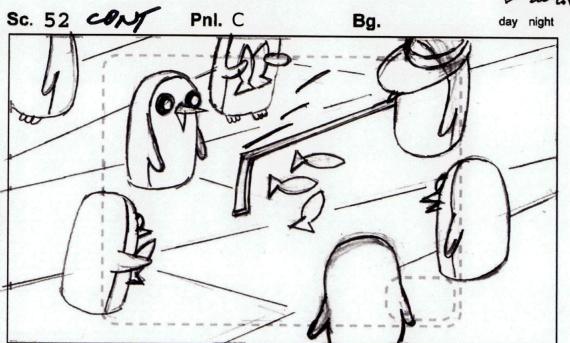
1025-198

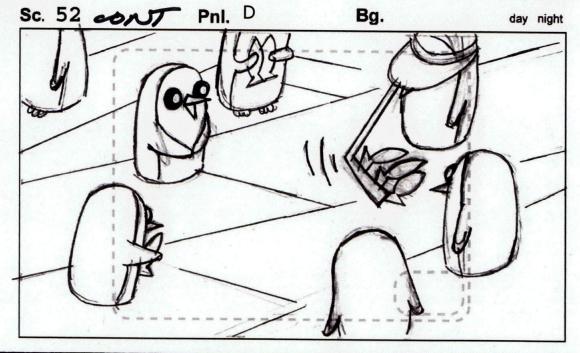
**EPISODE**#

#### **ADVENTURE TIME**



Page 140





Dialog:

PENGUINS: WENK WENK!

Action:

Pealer PENGUIN USES A
HOCKEY STICK
AS A GROUPIER
STICK.

OCT 0 9 2014

Timing:

Production:

#### 0 2 S 9 0

#### **ADVENTURE TIME**

Bg.

Sc. 52 CONT Pnl. E



day night

Page\_141 Sc. 52 LONT Pol. F Bg. day night

Dialog: PENGUINS: WENK WENK WENK! Action: RECOVER PENGUIN THROWS DOWN FISH HOCKEY OCT 0 9 2014 Timing:

Production:

1025/198

1025-1

0

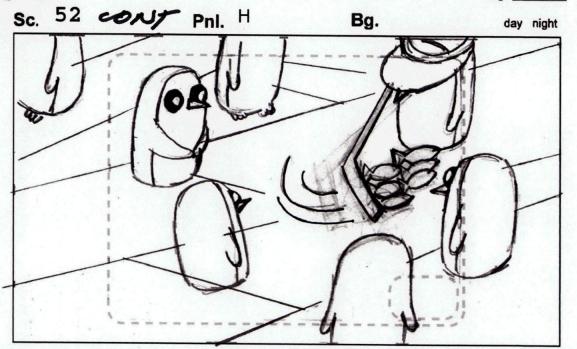
1025-198

#### **ADVENTURE TIME**



 $_{Page} 142$ 

Sc. 52 cont Pnl. G Bg. day night



D	ia	0	g:	

PENGUINS: WENK WENK !

Action:

- CROUPIER PENGUIN RAKES IN FISH .

OCT 0 9 2014

Timing:

Production:

1025-198

**EPISODE**#



#### **ADVENTURE TIME**



 $_{\text{Page}}\_143$ 

Sc. 53

Pnl. A

Bg.

day night

Sc. 53 CONT Pnl. B Bg. day night

Dialog:

PENGUINS: (0/S) WENK WENK !

Action:

ON WALRUSES RACING.

Timing:

Production :

OCT 0 9 2014

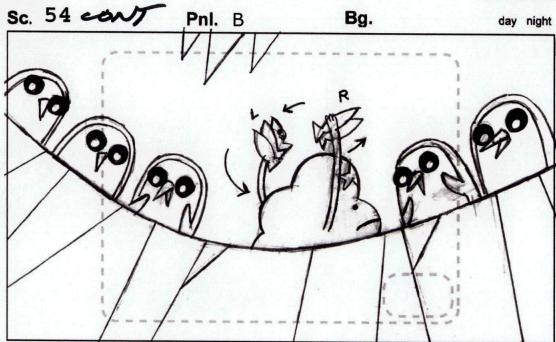
1025-198

**EPISODE**#

#### **ADVENTURE TIME**



Sc. 54 Pnl. A Bg. day night



Dialog:

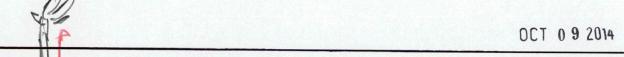
COME ON ER NUMBER

PENGUINS: WENK WENK !

Action:

- LSP EXCITED BY WALRUS RACE
- -AD-LIB EXCITED PENGUINS

Timing:



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Bg.

Sc. 54 carr Pnl. C



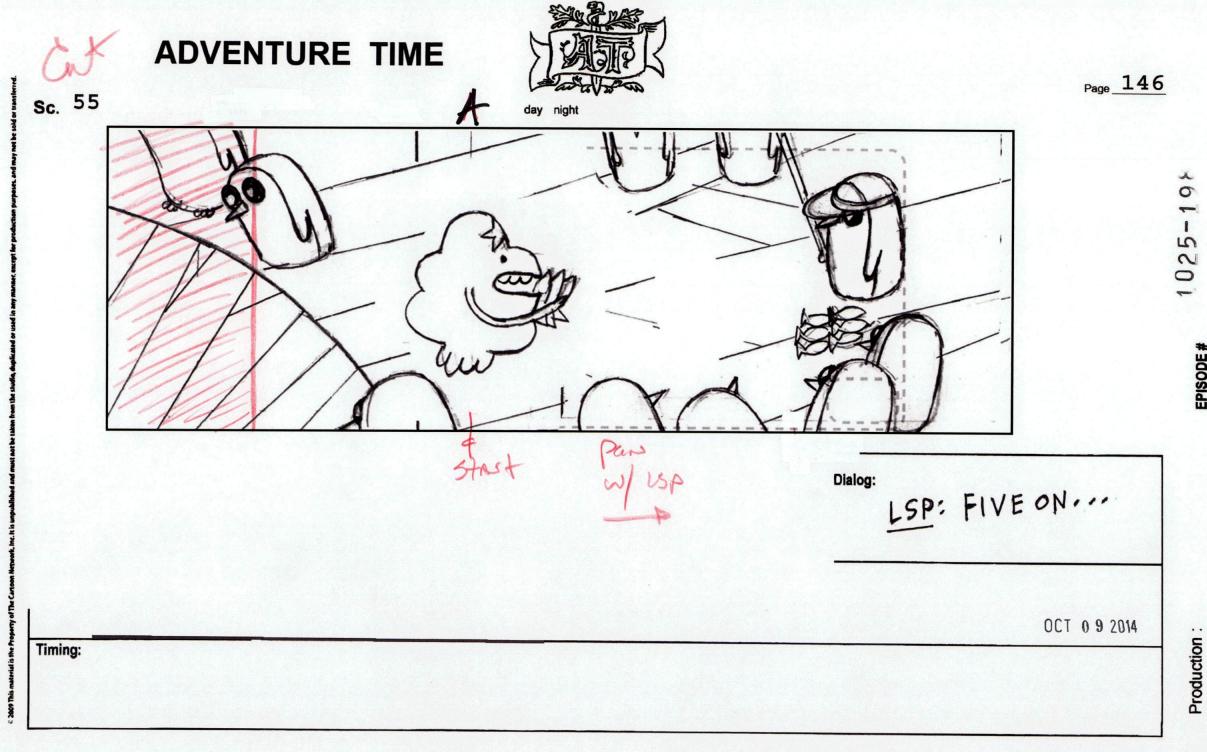
Sc. 54 CONT Pnl. D Bg. day night

					Control of the state of the sta	Charles and the Control of the Control of	1
ACCESS OF THE		1					•
Dialog:							_
Action:							
Authorn.			-1.SP	FLOATS OUT	OF MEIN		
					o vicov.		
						OCT 0 0 201	
						OCT 0 9 2014	4
Timing:			10000				
mining.							

1025/198

Production:

**EPISODE**#



1025/198

**EPISODE**#

**EPISODE**#

Page 147 Sc. 55 CONT day night LSP: ... NUMBER Dialog: - LSP THROWS DOWN FISH -TWIST W/ ACTION. OCT 0 9 2014 Timing:

0

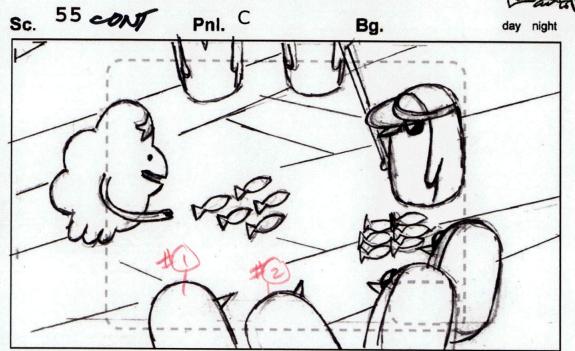
1025-198

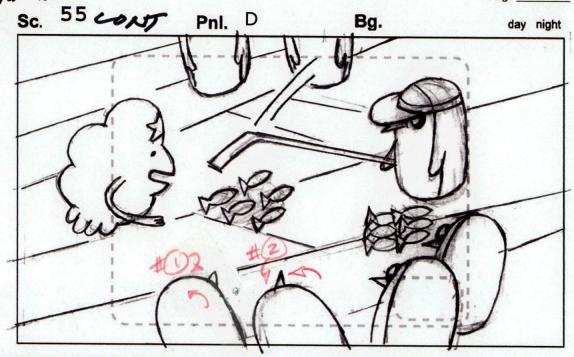
EPISODE #

#### **ADVENTURE TIME**



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Dia	log:	

LSP: ... TO WIN!

LSP: I FEEL LUCKY!

Action:

Timing:

OCT 0 9 2014

Production:

**EPISODE**#

#### **ADVENTURE TIME**



Page 149



Dialog:

Action:

Timing:

2

U

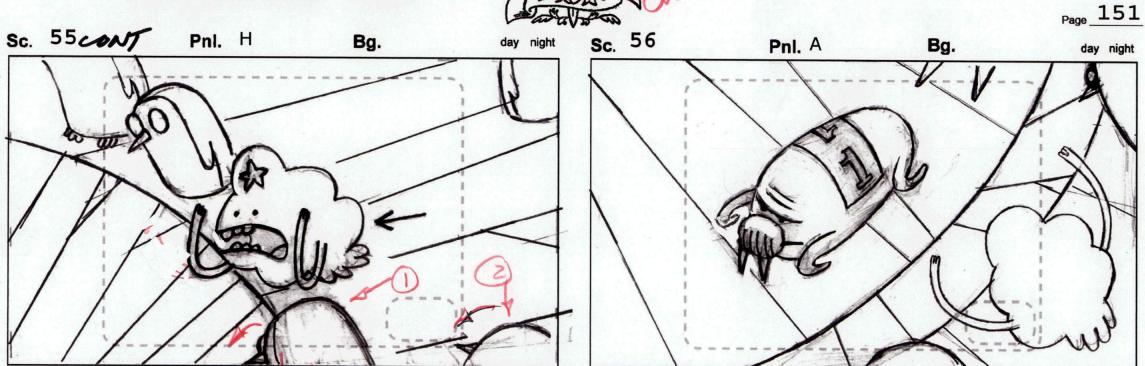
19

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**EPISODE**#

# ADVENTURE TIME





LSP; COME ON,
NUMBER FIVE!

Action:

OCT 0 9 2014

Production:

# 19

Timing:





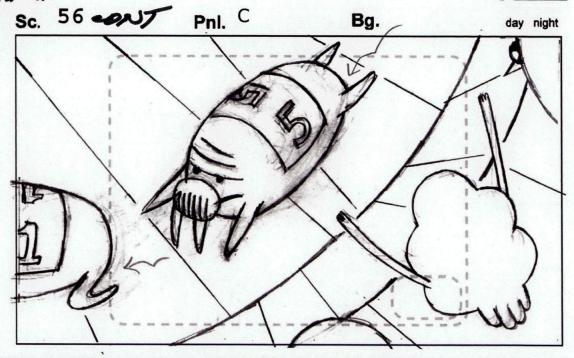


1025-198

EPISODE#

1025/198

Sc. 56 CONT Pnl. B Bg/



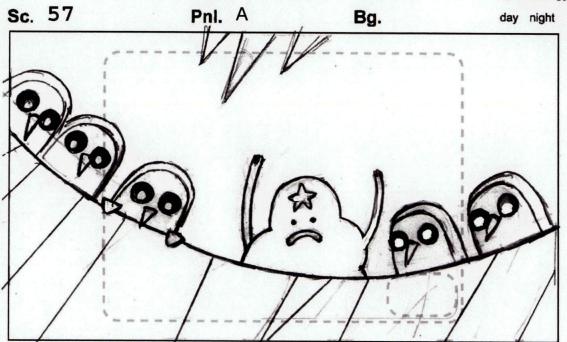
Dialog: Action: - #S IS NOW TRAILING

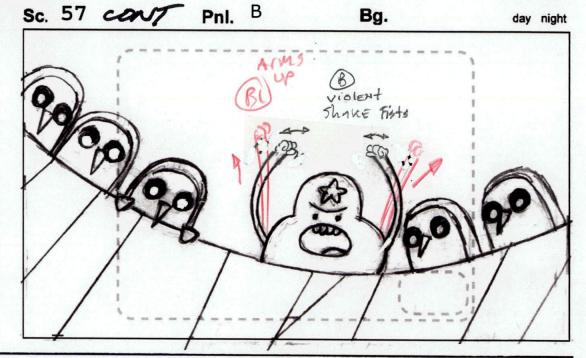
OCT 0 9 2014

Production:



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Dialog:

LSP: WHU -

LSP: I'VE GOT A LOT OF

MONEY RIDING

ON YOU TO WIN,

YOU JERK!

Action:

LSP LEANS IN A BIT, TOWARDS WALRUSES

OCT 09 2014

Timing:

Production:

1025-

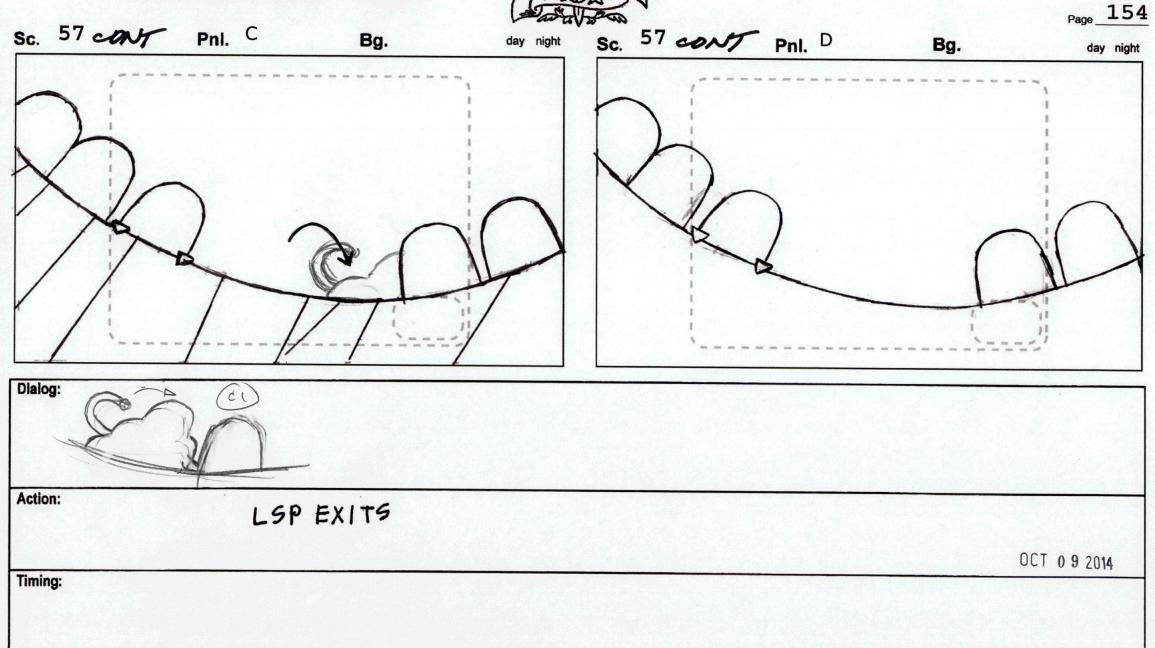
**EPISODE**#

25/198

10

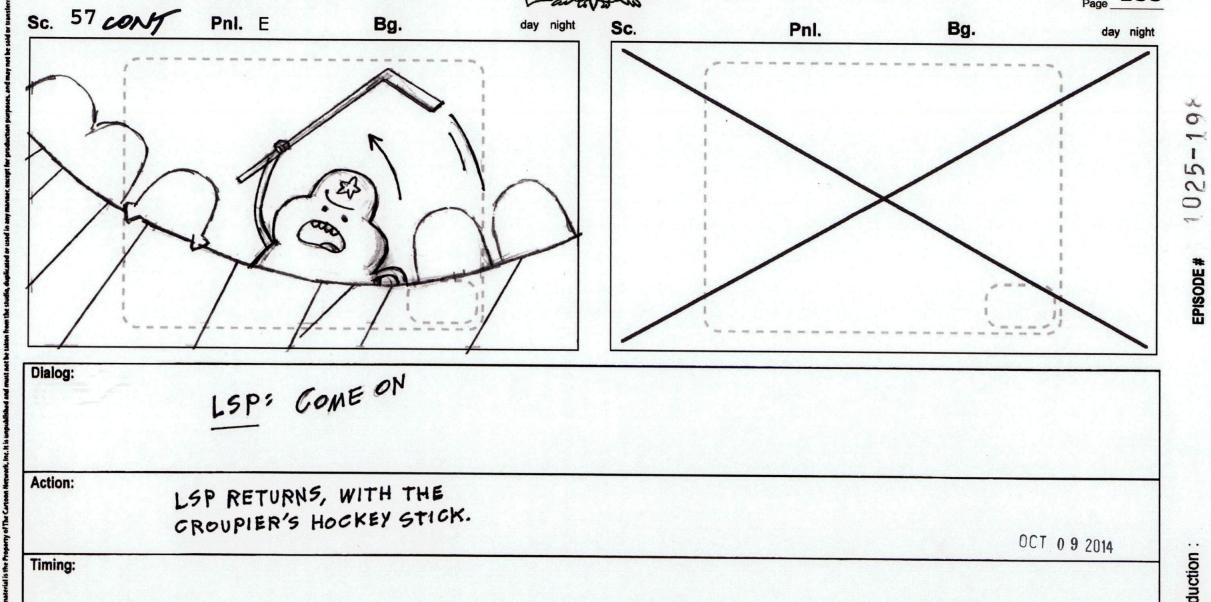
#### **ADVENTURE TIME**







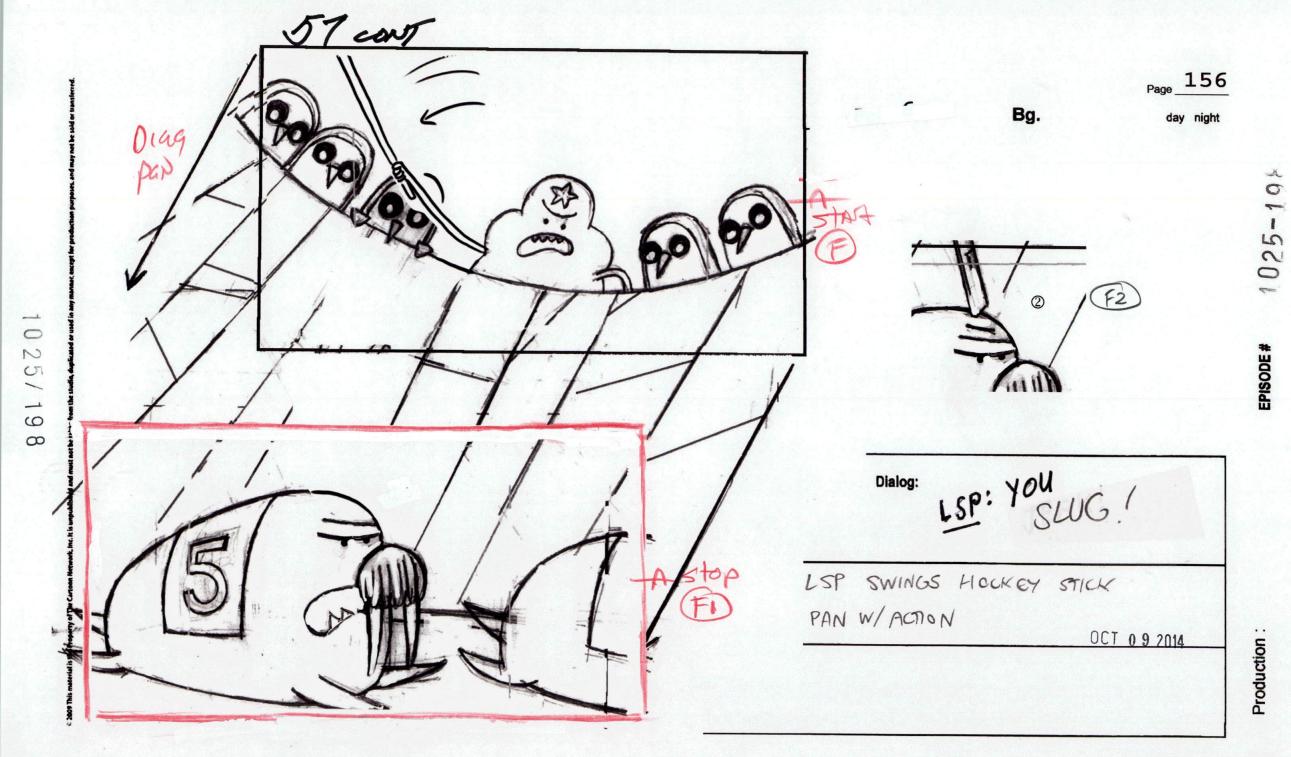
 $_{\text{Page}}\_155$ 



Production:

1025/198

**EPISODE**#

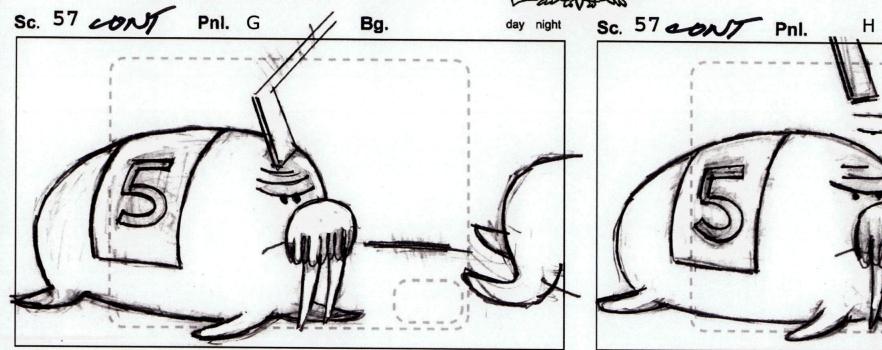


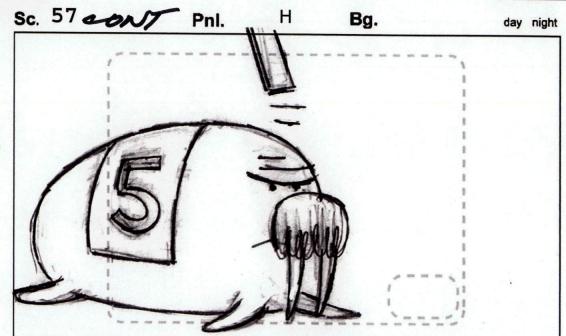
**EPISODE**#

#### **ADVENTURE TIME**



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Dialog:

Action:

- HOCKEY STICK HITS #5

-#S WALRUS STOPS RUNNING.

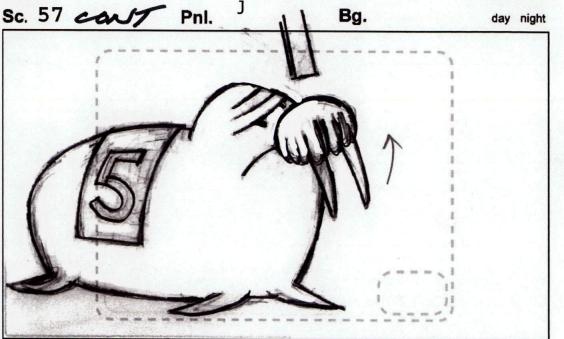
Timing:

Production:

1025/198

Production:

Sc. 57 CONT Pnl. I Bg. day night



Dialog:

10

2 5/

> 9 00

> > LSP: UGLY ...

Action: - LSP HITS #S A FEW MORE TIMES - #S WALRUS LOOKS UP

Timing:



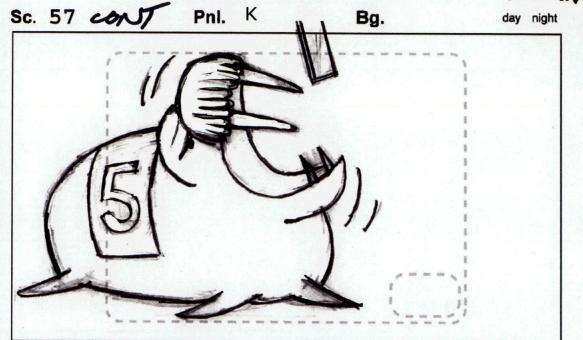
Page 159

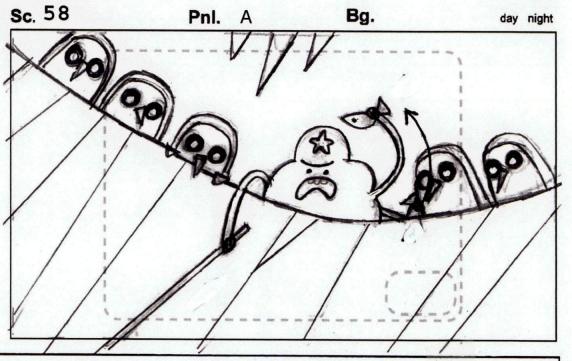
1025-198

EPISODE#

0

1025/19





Dialog:

LSP: // DUMB ---

Action:

- WALRUS OPENS JAWS WIDE

Timing:

LSP: // WALRUS!

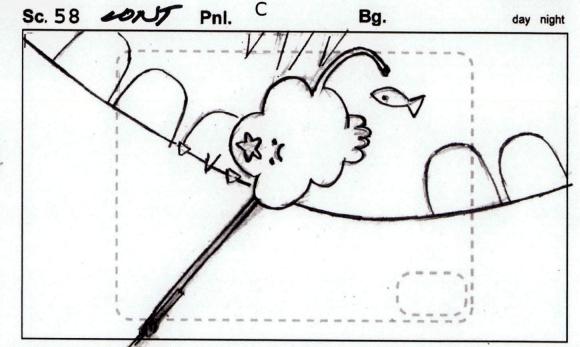
CALL AD WIFISH

Production ..



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Sc. 58 CONT Pol. B Bg. day night



Dialog:

SFX: (0/5) \* CHOMP \*

Action:

- HOCKEY STICK SHAKES

- #S YANKS USP INTO PIT

OCT 0 9 2014

Timing:

Production:

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**EPISODE**#

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**EPISODE**#

# Production:





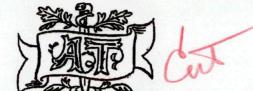
Page 161 Sc. 58 CONT Pnl. D Bg. Sc. 58 cont Pnl. E day night Bg. day night 1025-198 Dialog:

Action:

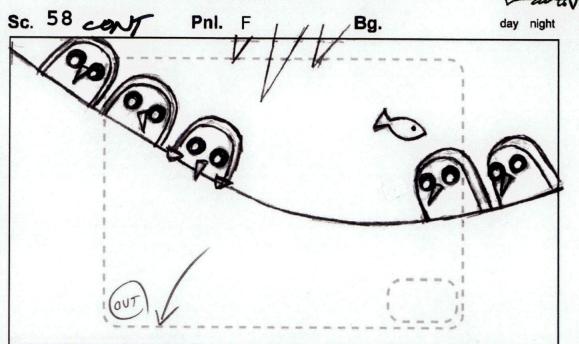
Timing:

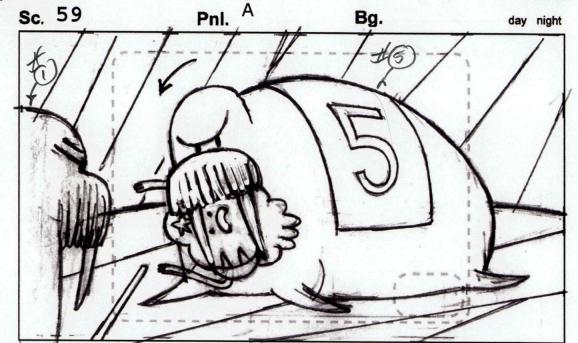
Timing:

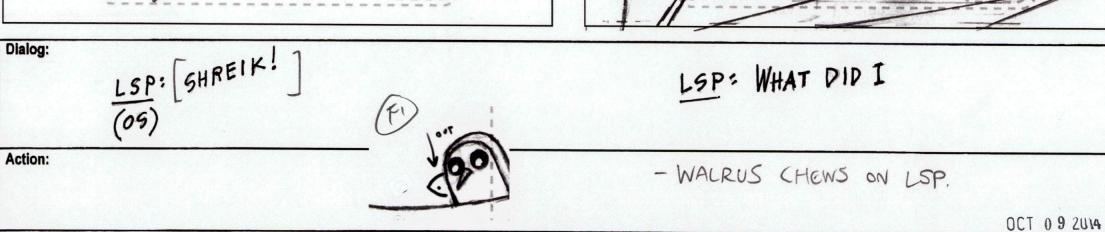
#### **ADVENTURE TIME**



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Production:

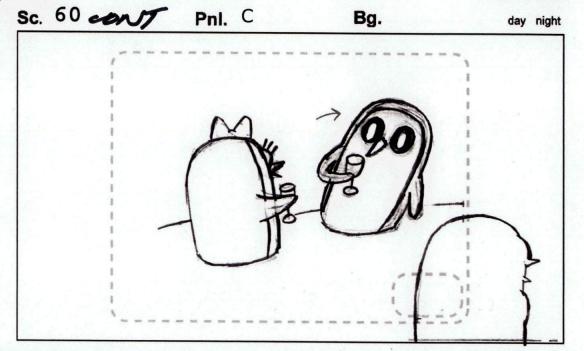
1025-198

**EPISODE**#



Page 165

Sc. 60 CONT Pol. B Bg. day night



Dialog:

LSP (05): I'M YOUR GUEST OF HONOR!

Action:

GUNTER REACTS TO LSP SHOUTING "GUNTER!"

OCT 0 9 2014

Timing:

Production:

1025-198

**EPISODE**#

1025/198

2 S 19

0

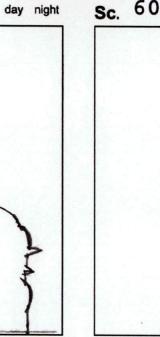
Bg.

Sc. 60 CONT Pol. D



Page\_166

day night



Dialog:

N S

198

LSP: GUNTER HELP!

Action:

GUNTER HANDS HIS GLASS TO GUNTALINA.

OCT 0 9 2014

Timing:

Production:

1025-198

EPISODE #

Bg.

Sc. 60 car Pnl. F



Page\_167 Sc. 60 CONT Pnl. G Bg.

Dialog: Action: -GUNTHALINA TRACKS GUNTGR - GUNTER RUNS OFF/S. OCT 0 9 2014 Timing:

Production:

1025-198

1025/198



#### **ADVENTURE TIME**

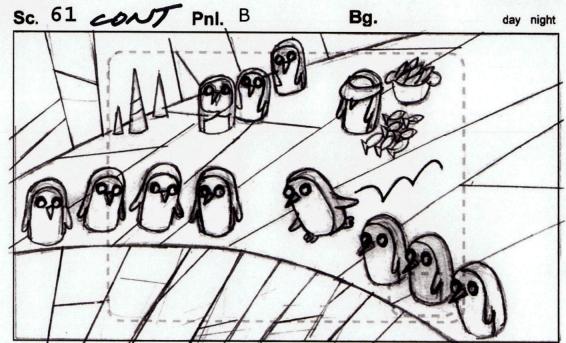


Page 168

Sc. 61

Pnl. A

Bg. day night



Dialog:

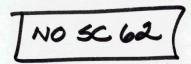
Action:

GUNTER RUNS TO WALRUS PIT.

Timing:

Production:





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No PG-170

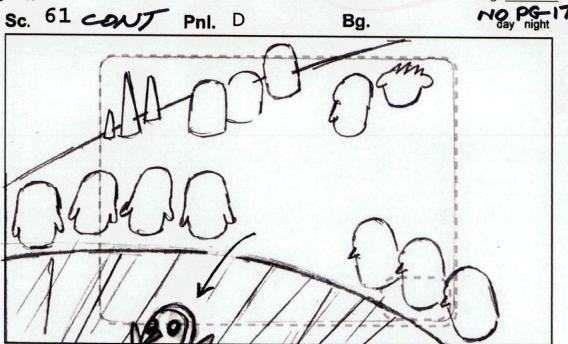
1025-19

PISODE #

1025/198

Production:

Sc. 61 CONT Pnl. C Bg. day night



Dialog:

10

25/

108

Action:

- GUNTER JUMPS INTO WALRUS PIT.

OCT 0 9 2014

Timing:

10

25/

19

0

1025/198

1025-198

**EPISODE**#

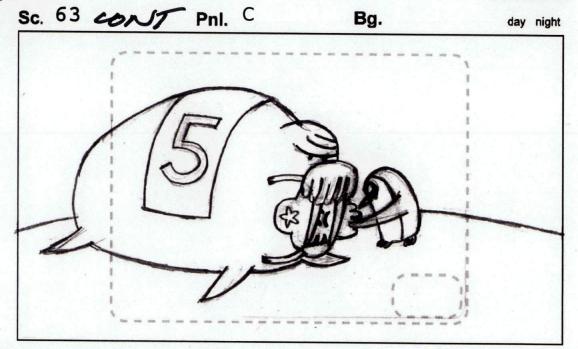
1025/198

Production:

0

1025/19

Sc. 63 CONT Pnl. B day night



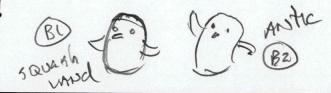
Dialog:

10

N 5

> 19 0

> > SFX: SMAK!



Action:

GUNTER SLAPS WALRYS!

GUNTER GRABS LSP

OCT 0 9 2014

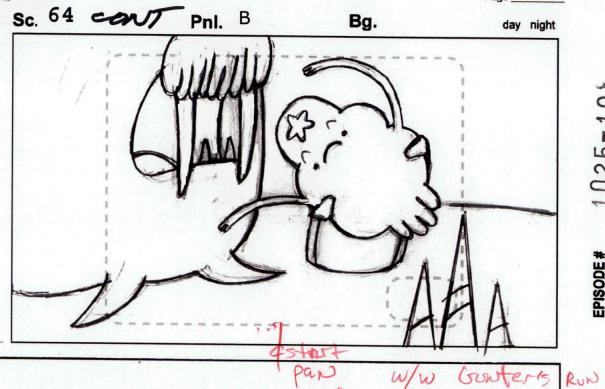
Timing:





173

Sc. 64 Pnl. A Bg. day night



Dialog:

Action:

MATCH CUT FROM PREVIOUS SCENE

Timing:

- GUNTER YANKS LSP OUT OF #5's MOUTH.

OCT 0 9 2014

Production:

1025-198



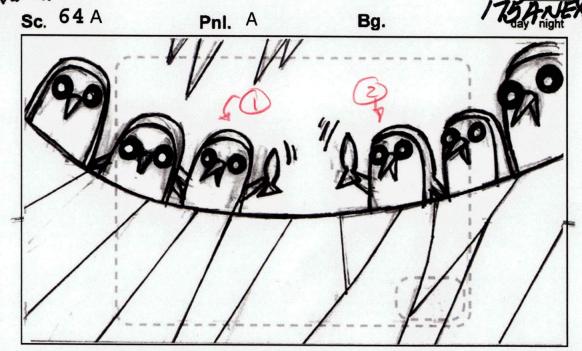
Page 174 Sc. 64 CONT Pnl. C Sc. 64 CONT Pol. D Bg. Bg. day night 025-198 PAN **EPISODE**# w/w Gruster's KON Dialog: Action: GUNTER RUNS WITH LSP OCT 0 9 2014 Production: Timing:

**EPISODE**#

#### **ADVENTURE TIME**



Sc. 64 CONT Pol. E Bg. STOP PAN



Dialog: SFX: PENGUINS CHEER!

SFX PENGUINS CHEER WENK! WENK!

Action:

Timing:

00

Action:

Timing:

#### **ADVENTURE TIME**



Sc. Pnl. Bg. day right Sc. 64B Pnl. A Bg. day right Sc. 64B Pnl. A Bg. Dialog:

SFX: PENGUINS CHEER WENK! WENK!

LSP: GUNTER!

OCT 0 9 2014

Production:

1025-198

**EPISODE**#

**EPISODE**#

25/198

#### **ADVENTURE TIME**



Page 176

Sc. 64 B CONT Pnl. B

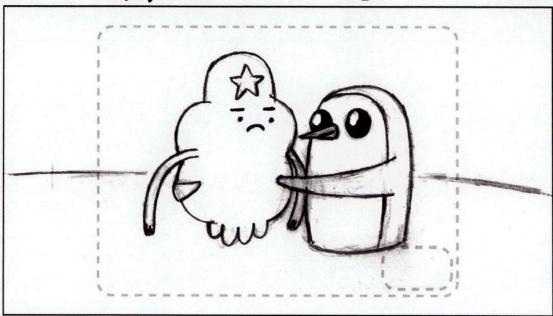
Bg.

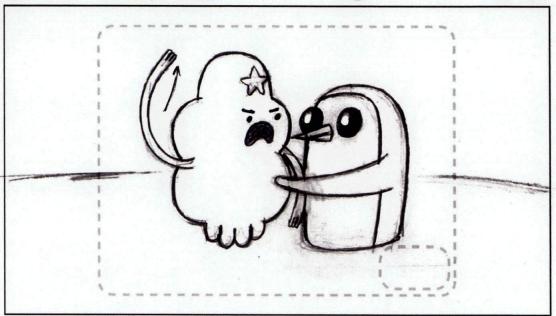
day night

Sc. 64B CONT Pnl. C

Bg.

day night





Dialog:

LSP: DON'T TOUCH MY STOMACH!

- LSP RAISES HAND

Action:

- SETTLE POSE

- LSP FROWNS

OCT 0 9 2014

Timing:

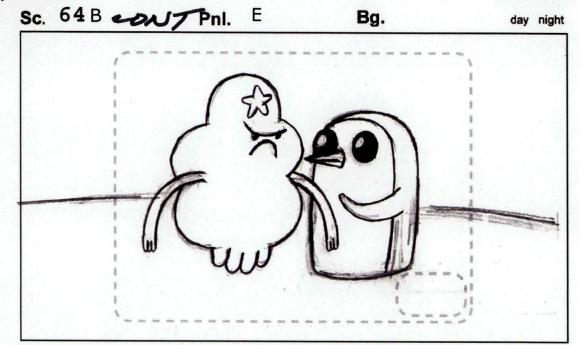
EPISODE#

## ADVENTURE TIME



Page 177

Sc. 64B CONT Pnl. D Bg. day night



Dialog:

SFX: SLAP!

Action: -LSP SLAPS GUNTERS HAND.

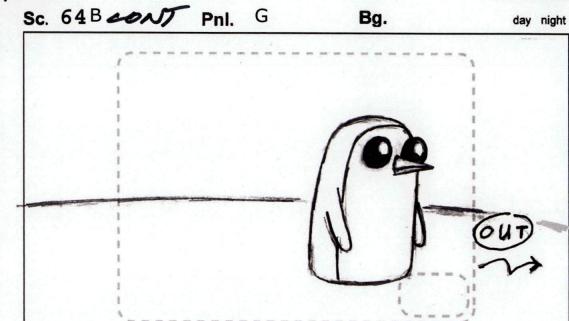
OCT 0 9 2014
Timing:

Production:



Page 178

Sc. 64B CONT Pnl. F Bg. day night



Dialog:

Action:

LSP STOMPS OFF.

Timing:

Production:

1025-198

EPISODE#

1025/10 B

Production:

1025.

EPISODE#

1025/198

Page 179

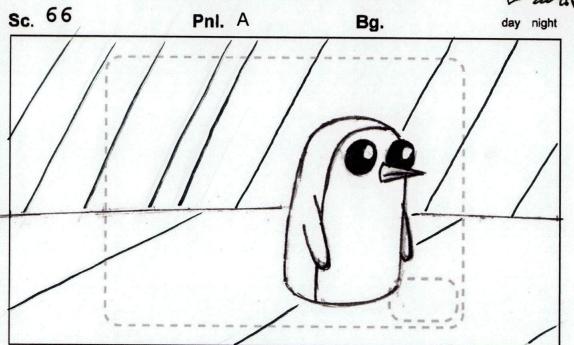
**EPISODE#** 

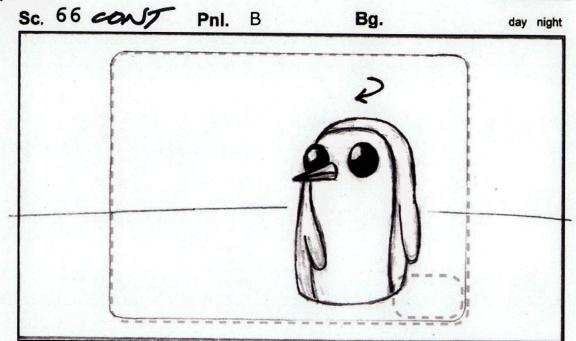


#### **ADVENTURE TIME**



Page 180





Dialog:

SFX: RUMBLE (WALRUS)

Action:

ON GUNTER LOOKING AT LSP

Timing:

GUNTER TURNS (HE
HAS HEARD THE
RUMBLING) OCT 0 9 2014

Production:

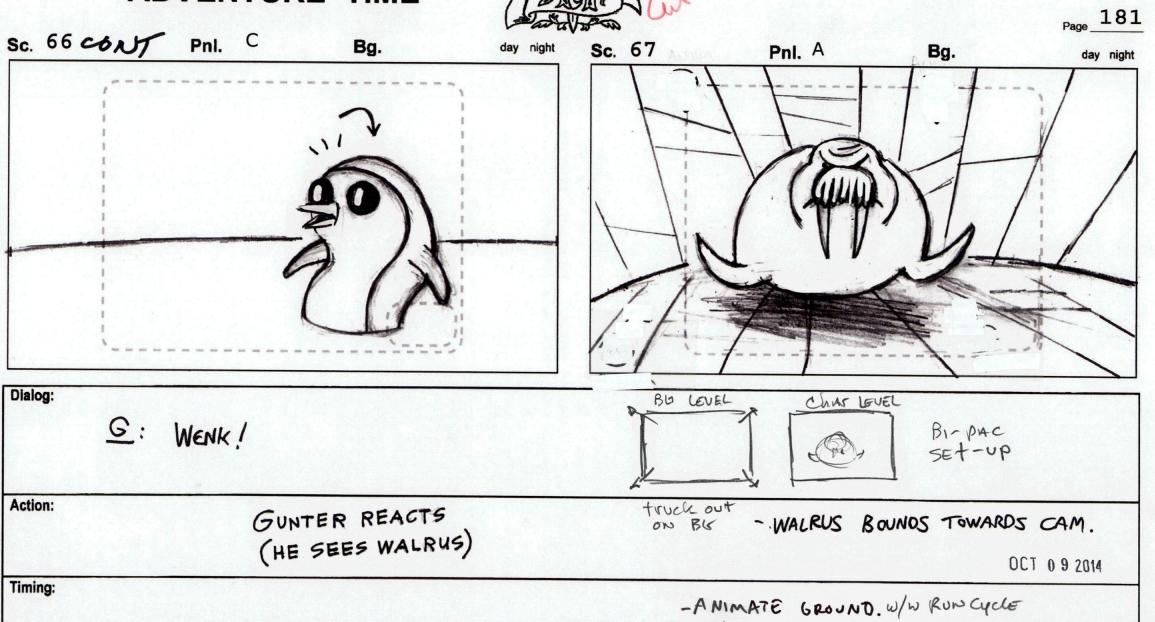
EPISODE #

1025/198

#### **ADVENTURE TIME**



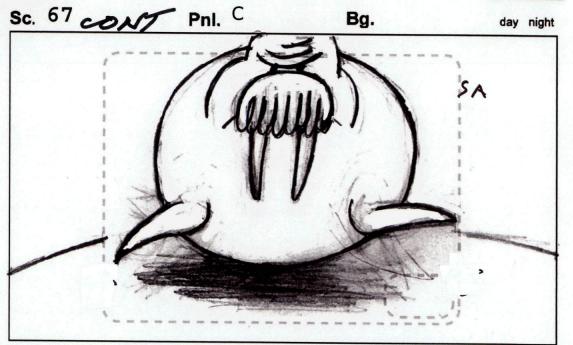
- ANIM BG & SLOWES





Page 182

Sc. 67\*ONS Pnl, B Bg. day night



Dialog	•
Dialog	

10

25/

198

Action:

Timing:

OCT 0 9 2014

1025-1

**EPISODE**#

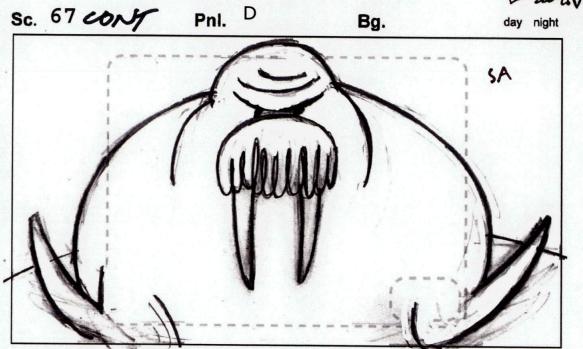
**EPISODE**#

1025/198

#### **ADVENTURE TIME**



Page 183 Sc. 68 Pnl. A Bg. day night SA



Dialog:

(START POSE)

ON GUNTER REACTING TO CHARGING WALRUS OCT 69 284

Timing:

Action:



Page 184

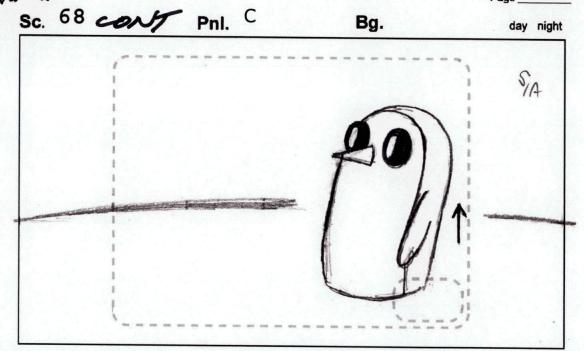
Sc. 68 CONT Pnl. B Bg. day night

1025

19

00

Dialog:



	(HOLD POSE)	NOW GUNTER STRAIGHTENS UP	
Action:	(HOLD	NOW	
A-41		OCT 0 9 2014	

1025-198

FISODE #

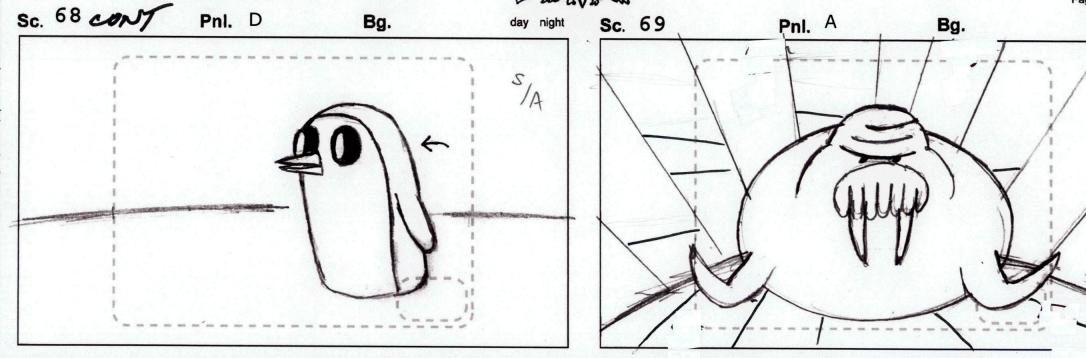
25/198

Production:



Page 185

day night



EPISODE #

1025-198

Dialog:

G: WENK?





Bi-pack SET-up

Action:

GUNTER INTO LOOKING, KIND OF MESMERIZED

GUNTER'S P.O.V. OF CHARGING WALRYS. OCT 0 9 2014

Timing:

- ANIMATE GROUND 3 560 40 -



Page 186

Sc. 69 CONT Pnl. B Bg.

Sc. 69 cont Pnl. C Bg. day night

Dialog:

Action:

- CHARBING WALRUS GOES INTO SLO-MO.

Timing:

Cross Dissolve

SUPERIMPOSED IMAGE OF ... A PINK COMET!
APPEARS OVER WALRUS. OCT 0 9 2014

Production:

1025-198



Page 187

Sc. 69 CONT Pol. D

Sc. 69 car Pnl. E Bg. day night

Dialog: - COMMET APPEARS OVER W. FACE. Action: Cont X DISS Couret Timing:

SPX: \* F WOODSH \* 180 ASTRAL PLANE Re-use sc.16 toolage Sc.16 OCT 0 9 2014

Production:

1025-198

EPISODE #

1025/198

25/ 0

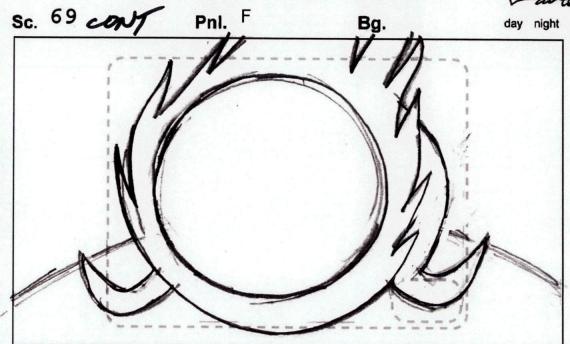
0 19

EPISODE#

#### **ADVENTURE TIME**



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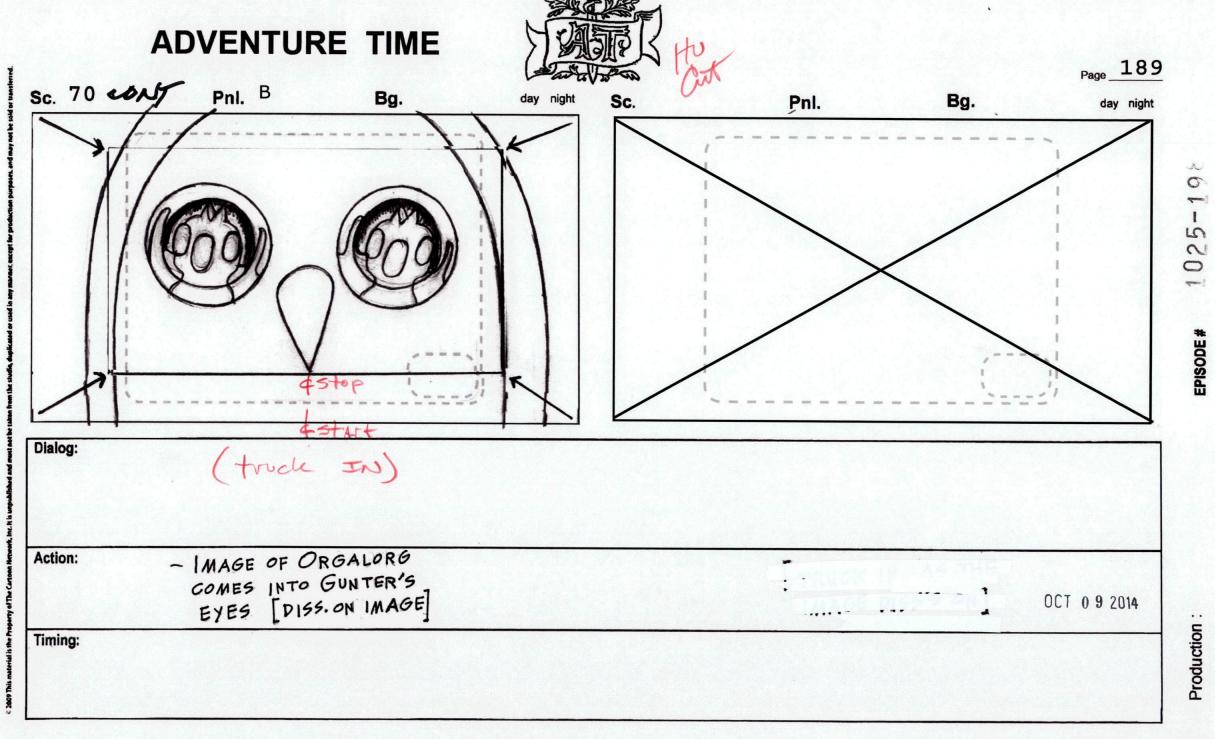
Sc. 70 Pnl. A Bg. day night

Dialog:

Action:

ON GUNTER'S EYES.
OCT 0 9 2014

Timing:

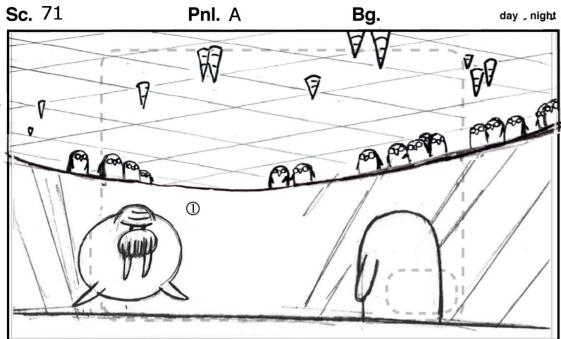


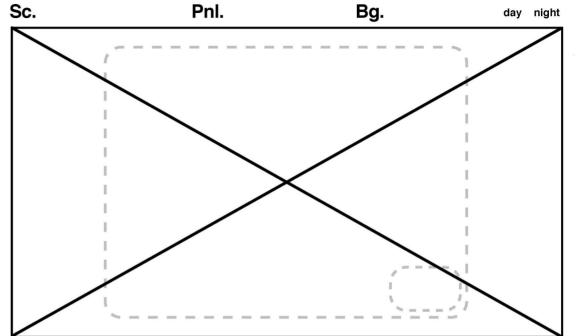
\( \omega \)





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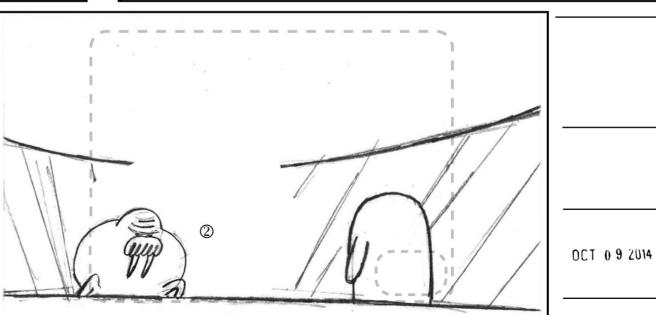
Dialog:

- Walrus Charging at Gunter

- Adj. with action

Timing:

1025-198





**PFVISED** 11/13/14

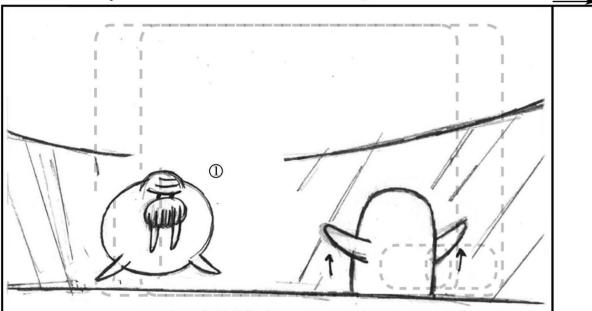
Page 190A

Sc. 71 Car

Pnl. B

Bg.

day night ADJ



Dialog:

Action:

- Gunter opens arms
- Adj. with action

Timing:

1025-198



EPISODE # 1025-198





Page 191

1025-

EPISODE #

Sc. 71 Cav

Bg.

Sc.

Pnl. A

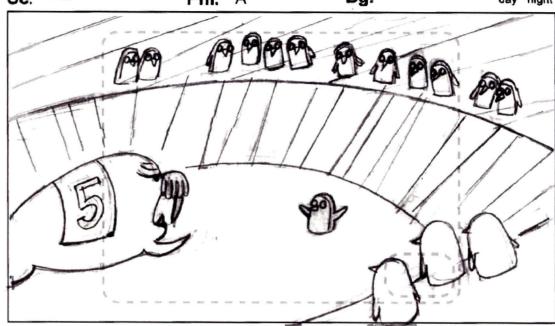
Bg.

Pnl. C

day night

72

day night



Dialog:

SFX: RUMBLE

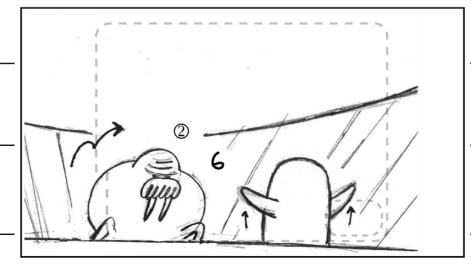
AT GUNTER.

Action:

- Gunter opens arms
- Adj. with action

Timing:

1025-198



OCT 0 9 2014

WALRUS CHARGES



Page 192

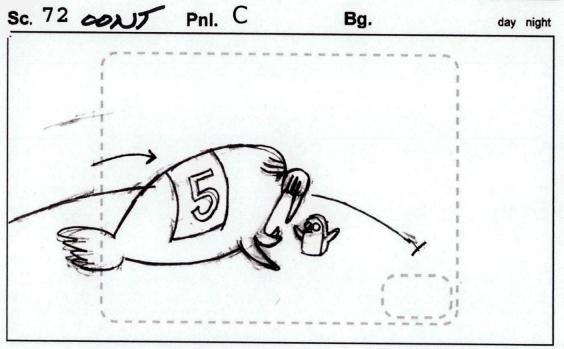
1025-198

EPISODE #

1025/198

Production:

Sc. 72 CONT Pnl. B Bg.



	A STATE OF THE STA
17	<b>D</b> ×
	/!
,	1 1

SFX: RUMBLE

SFX: RUMBLE

Action:

0

25/

19 00

- WALRUS CLOSES IN ON GUNTER.

OCT 0 9 2014

Timing:

Timing:

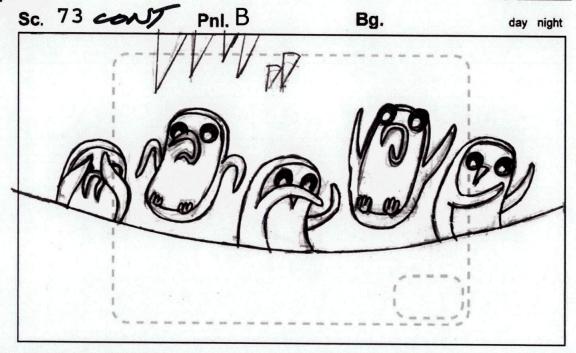


#### **ADVENTURE TIME**



Page 193

Sc. 73 Pnl. A Bg.



Dialog: PENGUINS: [SCARED WENKS] Action: - PENGUINS REACT W/ HORROR.

OCT 0 9 2014

Production:

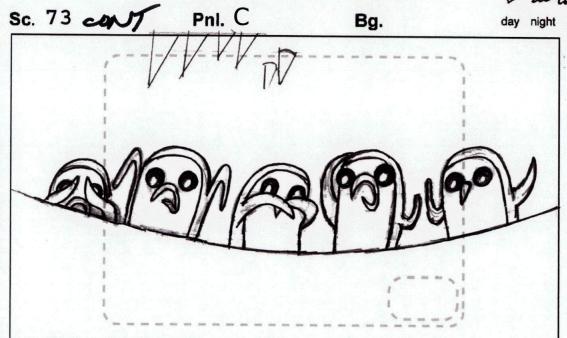
1025-198

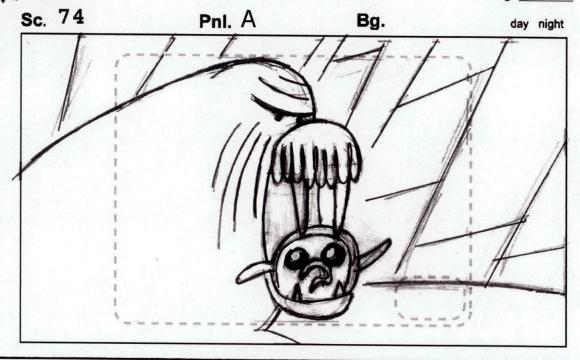
**EPISODE**#

#### **ADVENTURE TIME**



Page 194





Dialog:

ON WALRYS

GNAWING ON

GUNTER.

Action:

Timing:

Production:

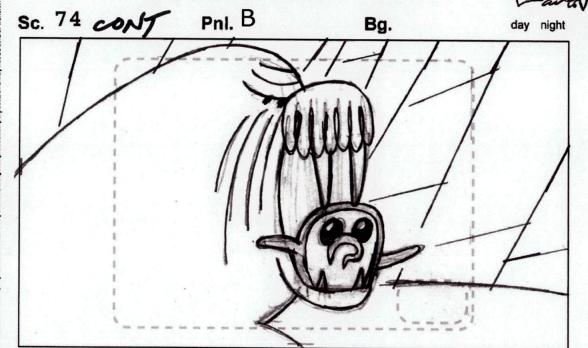
OCT 0 9 2014

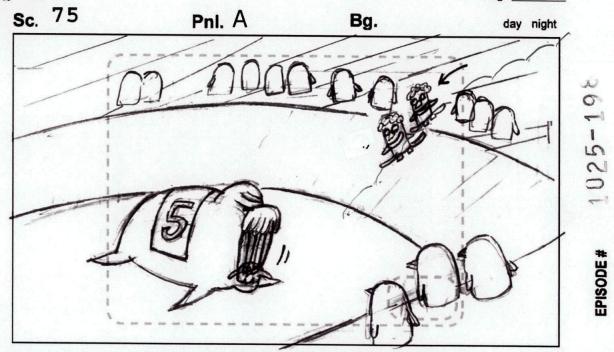
**EPISODE**#

#### **ADVENTURE TIME**



Page 195





Dialog: TWO PENGUIN CLOWNS ENTER THE WALRUS PIT. Action: OCT 0 9 2014 Timing:

25/198

1025-198

EPISODE#

#### **ADVENTURE TIME**



Page 196 Sc. 75 cont Pnl. B Sc. 76 Bg. Pnl. A Bg. day night SA

Dialog:

Action: - PENGUIN CLOWNS SLIDE DOWN SLOPE.

Timing:

1025/198

OCT 0 9 2014

Action:

Timing:

### **ADVENTURE TIME**

-PENGUINS WADDLE FORWARD



Sc. 76 CONT Pnl. B Sc. 76 con Pnl. C Bg. Bg. Dialog:

OCT 0 9 2014

Production:

EPISODE #

EPISODE #

### **ADVENTURE TIME**



Page 198 Pnl. A Pnl. Bg. Sc. Bg. day night

Dialog:

Action: CLOWNS ENTER.

OCT 0 9 2014

Timing:

**EPISODE**#

0

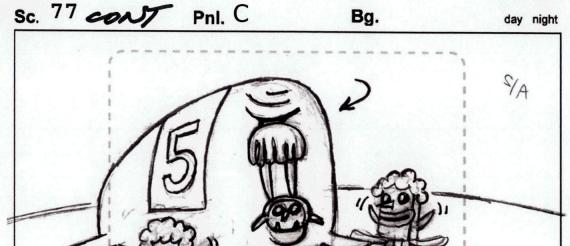
856191

#### **ADVENTURE TIME**



Page 199

Sc. 77 CON Pnl. B Bg. day night



Dialog:

Action:

- CLOWNS RUN AROUND WALRUS TO CONFUSE AND DISTRACT IT.

Timing:

OCT 0 9 2014

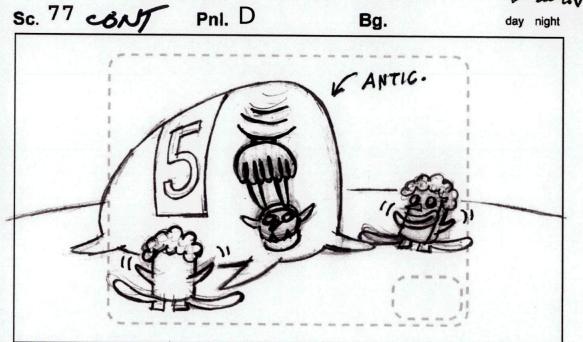
EPISODE#

#### **ADVENTURE TIME**



ADVENTORE TIME

Page 200



Sc. 77 2017 Pnl. E Bg. day night

Dialo	og:

FF ®

Action:

WALRUS TOSSES GUNTER AWAY.

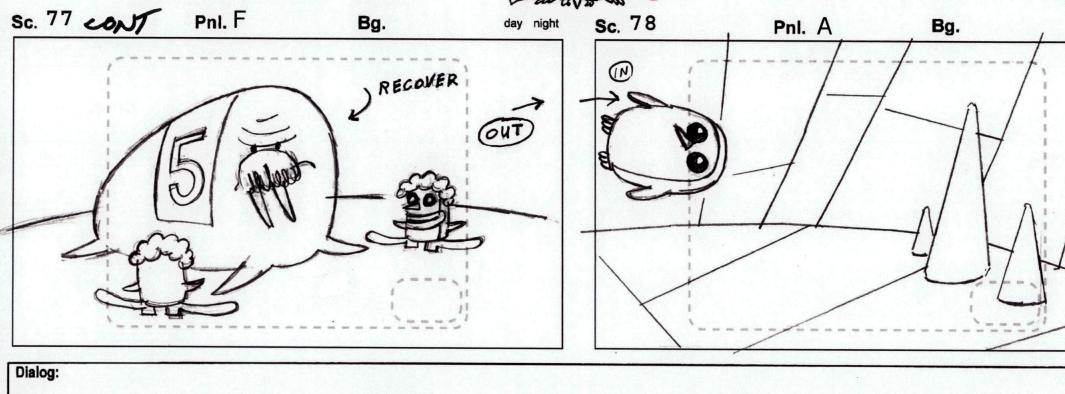
OCT 0 9 2014

Timing:



Page 201

day night



EPISODE #

Actio Timin

GUNTER 15 THROWN IN ...

OCT 0 9 2014

# 1025/198

#### **ADVENTURE TIME**

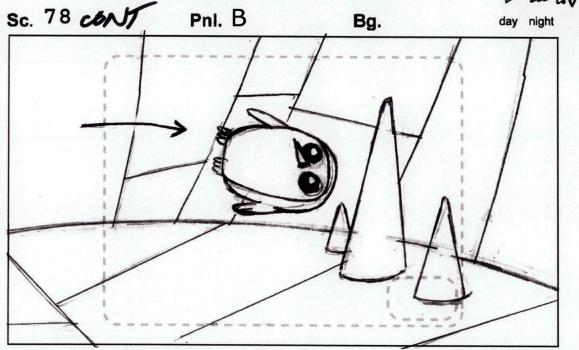


Page 202 No PGS 203-204 day night

1025-198

EPISODE#

1025/198



Sc. 78 cout Pnl. C Bg. No P65 2 day night

Dialog:

SFX: \*BONK\*

Action:

Timing:

GUNTER HITS FLOORGICLE (FLOOR ICICLE)

OCT 0 9 2014

EPISODE#

#### **ADVENTURE TIME**



Page 205



Sc. Pnl, Bg. day night

Dialog:

Bluele FramE

Action:

OCT 0 9 2014

Timing:





Page 206

Sc. 81 Pnl. A Bg.

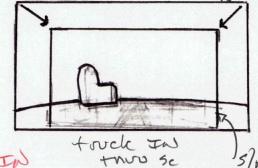
Sc. 81 CONT Pnl. B FIRST



Action: -- FADE ON THREE LAYERS OF PENGUINS. (A)

-- TRUCK IN ON BG.

-- PULL PENGUINS OUT OF SCREEN DURING TRUCK IN.



Multi-plane

SET- up w/ varied pans (overlap)

of truck IN thruse

OCT 0 9 2014



FADE IN

# 1025/198

#### **ADVENTURE TIME**



Page 207

Sc. 81 CON Pnl. C Bg. day night

SECOND

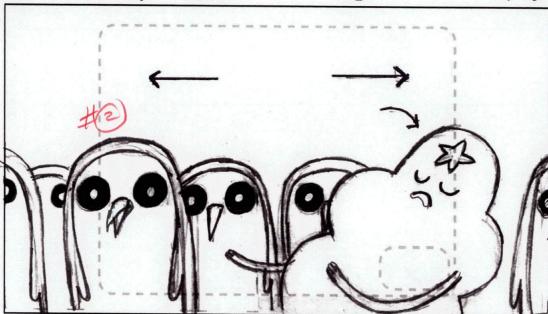
ROW

ROW

Sc. 81 CONT Pol. D

Bg.

day night



Dialog:

LSP: (SWOON)

Action:

LSP FAINTS!

OCT 0 9 2014

Timing:

Production:

1025/198

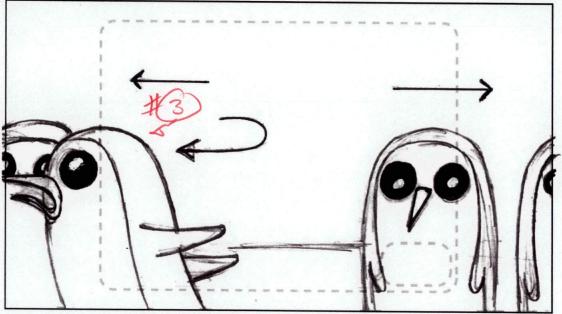
**EPISODE**#

0

#### **ADVENTURE TIME**



Page 208 Sc. 81 4007 Pnl. E Bg. Sc. 81 cont Pnl. F Bg. day night THIRD-



_	_	_	_
D	ia	log	1:

P: [ SCARED WENKS ]

Action:

ONE PENGUIN RUNS OUT.

OCT 0 9 2014

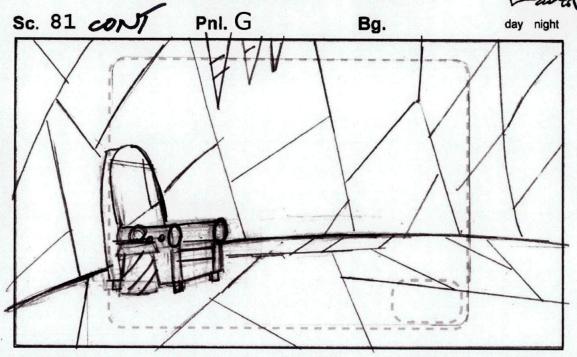
Timing:

EPISODE #

#### **ADVENTURE TIME**



Page 209 Pnl. A Bg. day night 1025-105





Dialog: Action: ON GUNTER WALKING. OCT 0 9 2014 Timing:



210

Sc. 82 CONT Pnl. B Bg. PENGUINS PAN THROUGH

Sc. 82 cont Pnl. C Bg. day night PAN CONT

Dialog:

Action: A COUPLE OF HORRIFIED PENGUINS
PAN THROUGH IN THE BACKGROUND.

Timing:

OCT 0 9 2014

Production:

1025-198

**EPISODE**#

CC

**EPISODE**#

#### **ADVENTURE TIME**



Sc. 82 CONT Pnl. D Bg. Pnl. A Bg. PENGUINS PAN OUT STOP

Dialog:

Action:

GUNTER STOPS WALKING, IN THE MIDDLE OF THE ROOM. OCT 0 9 2014

Timing:





1025/198

19 00



Page 212

day night

Sc. 84 Pnl. A Bg. day right Sc. 84 Pnl. B Bg.

EPISODE # □

Dialog:

W000-0000

Action:

ON GUNTER (HE'S JUST STANDING THERE).

OCT 0 9 2014

Timing:

Bg.

Sc. 84 cont Pnl. C



Sc. 84 Pnl. D

Bg.

EPISODE #

25/198

SOUND: 00000 ORGALOR GORLOR ORGALOR GORLOR

Action:

Dialog:

0 2

.0 ,00

BRAIN PULSATES.

- GUNTER GRABS TEMPLES

OCT 0 9 2014

Timing:

**EPISODE**#

### ADVENTURE TIME



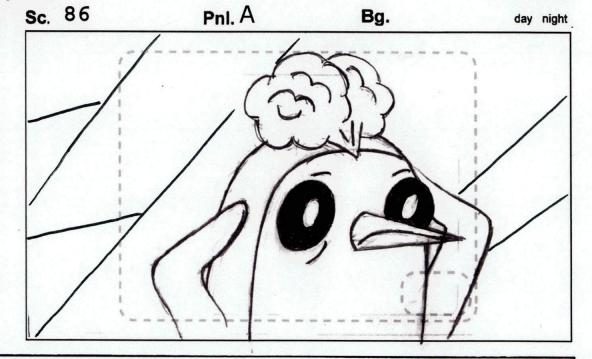
Page 214

Sc. 85

Pnl. A

Bg.

day night



Dialog:

Action:

VIEW OF A PLANET
[IN GUNTER'S MIND'S EYE]

NOW HIS HEAD STOPS THROBBING.

OCT 0 9 2014

Timing:

# 25/198

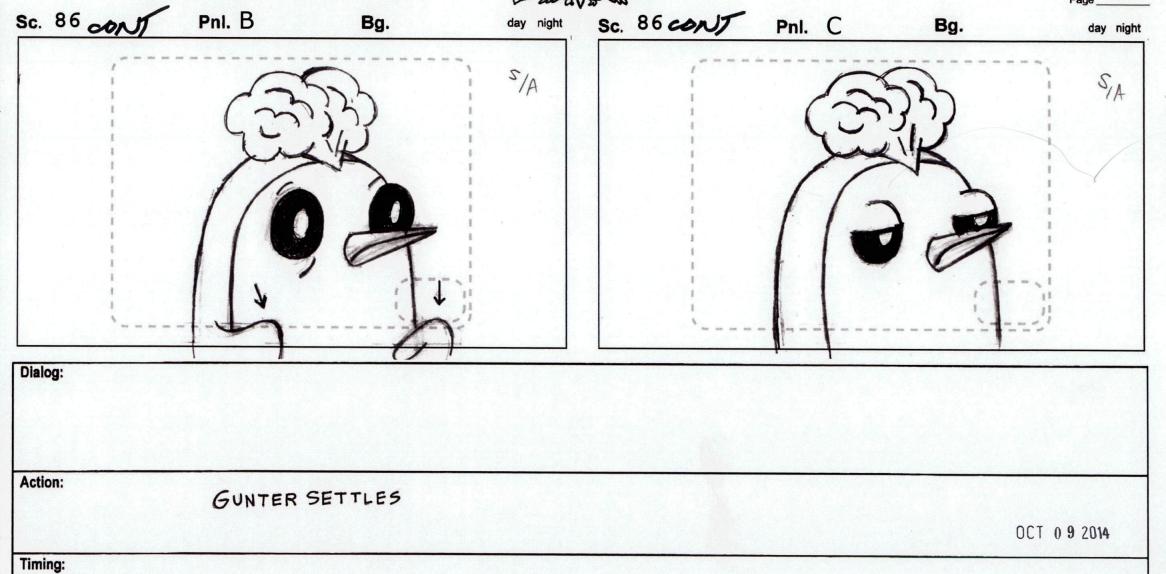
EPISODE#

Production:

**ADVENTURE TIME** 



Page 215



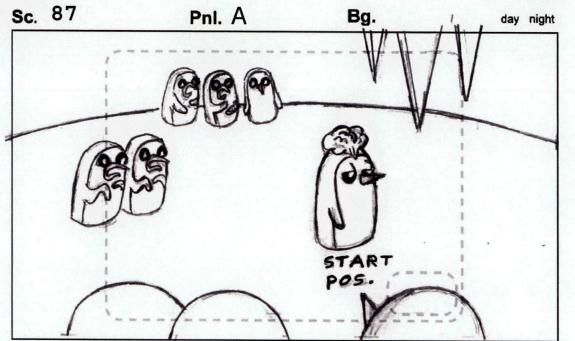
**EPISODE**#

#### **ADVENTURE TIME**



Page 216

Sc. 86 CONT Pnl. D Bg. day night



Action:

GUNTER WALKS OUT.

(START SCENE DURING ACTION.)

GUNTER IS WALKING OUT.

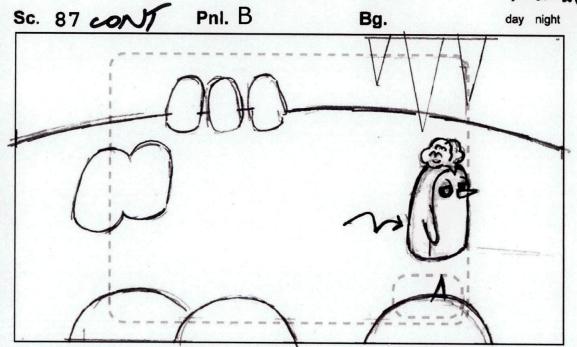
OCT 0 9 2014

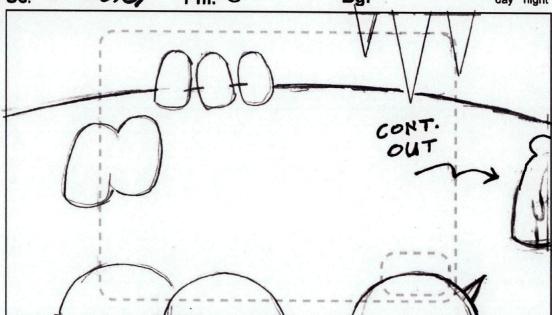
EPISODE #

#### **ADVENTURE TIME**



Sc. 87 cont Pnl. C Bg. day night 1025-198





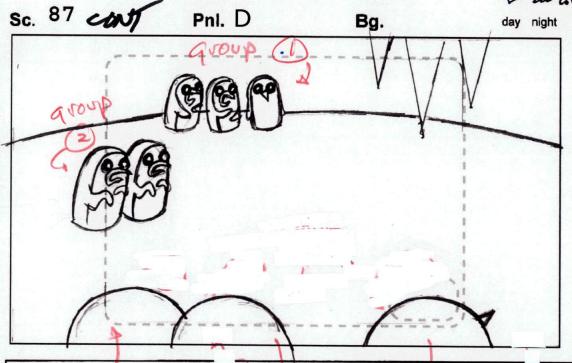
Dialog: Action: - GUNTER WALKS OFFIS. OCT 0 9 2014 Timing:

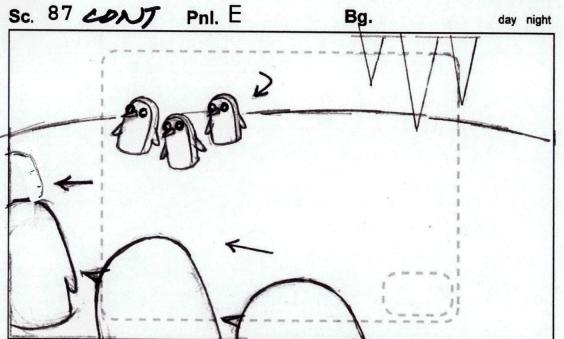
EPISODE#

#### **ADVENTURE TIME**



Page 218







PENGUINS: WENK WENK! ...

Action:

(HOLD ON PENGUINS

PENGUINS SCRAM (THEY LEAVE THE ROOM)

OCT 0 9 2014

Timing:

_	_
C	>
1	5
(	57
1	_
-	_
(	9
,	2



Bg.

Sc. 87 CONT Pnl. F



Sc. 87 CONT Pnl. G Bg.

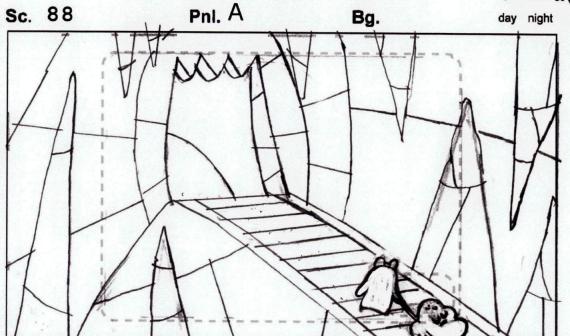
	1	
PENGUINS WENK WENK	WENK WENK	
Action:	- PENGUINS CLEAR OUT.  OCT 0 9 2014	
Timing:	. 001 0 3 2014	

1025-198 1025/198 **EPISODE**#





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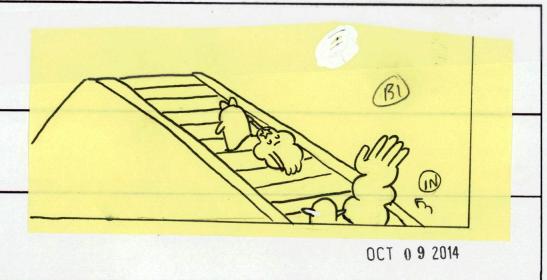
Sc. 88 CONT Pnl. B Bg. day night

Dialog:

Action: ON PENGUINS, EXITING QUICKLY.

GUNTALINA IS PULLING LSP, WHO HAS FAINTED.

Timing:



Production :

1025/198

**EPISODE**#

20

# ADVENTURE TIME



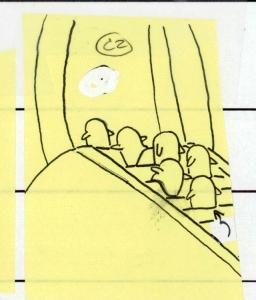
Page 221

Sc. 88 ANT Pnl. C Bg. day night

Sc. 89 Pnl. A Bg. day night

Dialog:

- PENGUINS CONTINUE TOWARDS EXIT.



(START ON ACTION) GUNTER WALKING.

OCT 0 9 2014

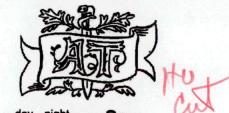
Production:

1025/198

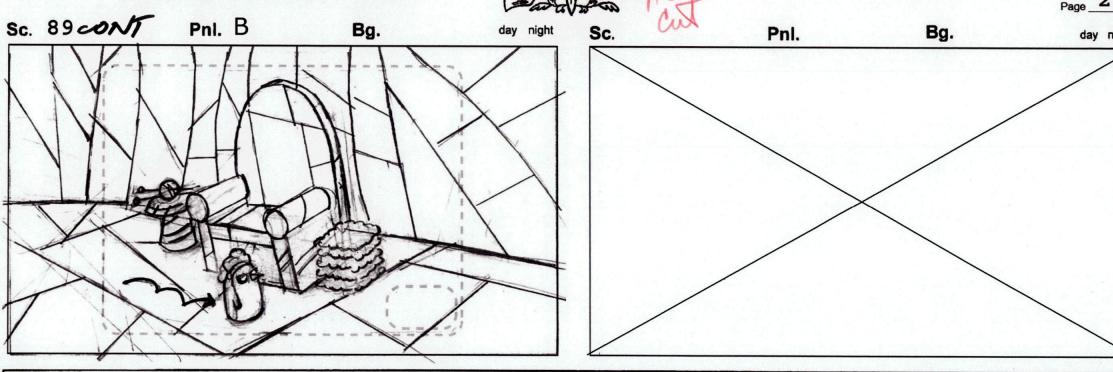
EPISODE #

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EPISODE# 1025-198

Dialog:

Action:

- GUNTER WALKS OVER TO RECLINER.

Timing:

Production:

OCT 0 9 2014





Page\_223

Sc. 90

Pnl. A

Bg.

Sc. 90 CONT Pnl. B

Bg.

day night

1025-

**EPISODE**#

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1025/198

Dialog:

SFX: 00000 ORGOLORG

Action:

ON GUNTER STANDING.

- BRAIN PULSATES.

OCT 0 9 2014

Timing:





Page 224

Sc. 91

Pnl. A

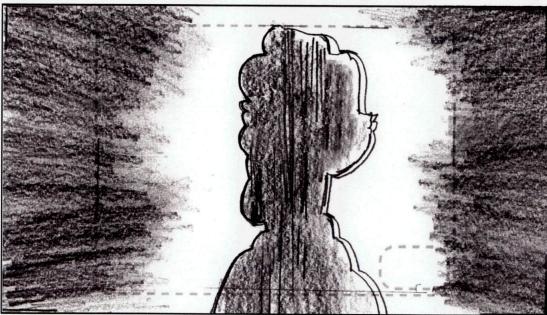
Bg.

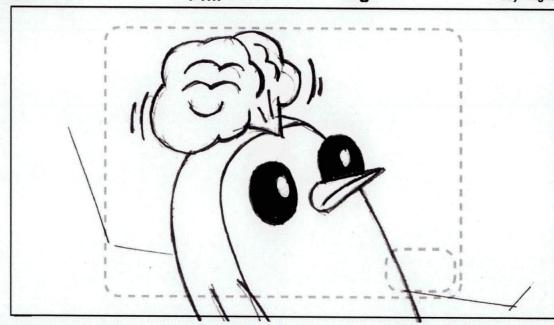
Sc. 92

Pnl. A

Bg.

day night





Dialog:

Action:

ON A CUT-OUT SHAPE (IN GUNTER'S MIND'S-EYE).

GUNTER'S BRAIN 15 PULSATING...

OCT 0 9 2014

Timing:

Production:

1025-198

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 $\infty$ 



225

Sc. 92 CONT Pnl. B Bg.

Sc. 93

Pnl. A

Bg.

day night

1025-198

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1025/19



Dialog:

5

10

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Action:

GUNTER RECOVERS TO NORMAL POSITION.

Timing:

START ON HELD GUNTER



UCI 0 9 2014

Sc. 94 Pnl. A Bg. day night

Dialog:

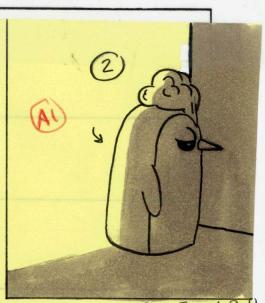
Action:

GUNTER WALKS TO BEHIND CHAIR.

Timing:

GUNTER WALKING

OCT 0 9 2014



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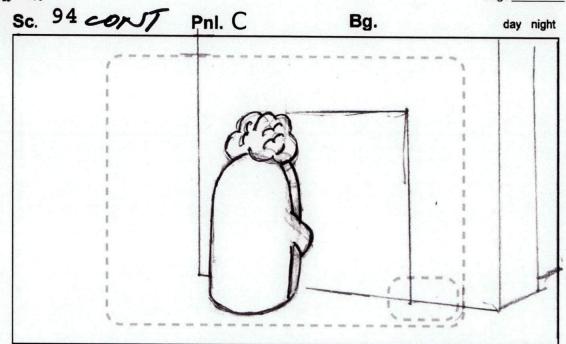
1025/198

EPISODE #



Page 227

Sc. 94 conf Pnl. B Bg.



Dialog: Action: GUNTER STOPS GUNTER REACHES TO OPEN THE DOOR. OCT 0 9 2014 Timing:

Production:

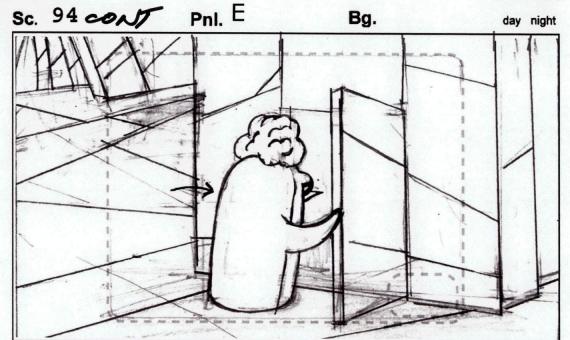
1025-198

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Page 228

Sc. 94 CONT Pnl. D Bg.



Dialog:

Action:

GUNTER OPENS DOOR.

GUNTER GOES INSIDE.

OCT 0 9 2014

Timing:

Production:

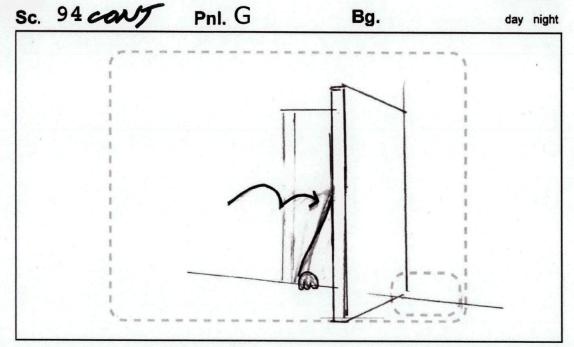
1025-198

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Production:

Sc. 94 ON Pnl. F Bg. day night



Dialog:

2

S

98

Action:

GOING INSIDE ...

DOWN STAIRS:

OCT 0 9 2014

Timing:



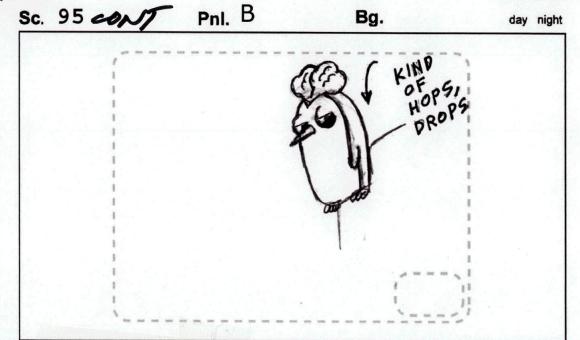
Dialog:

# **ADVENTURE TIME**

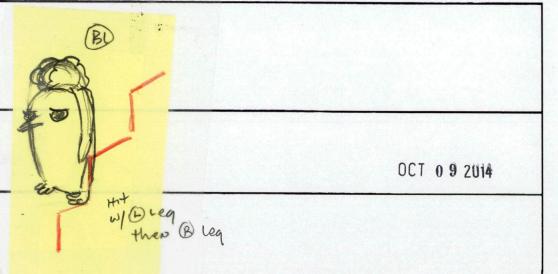


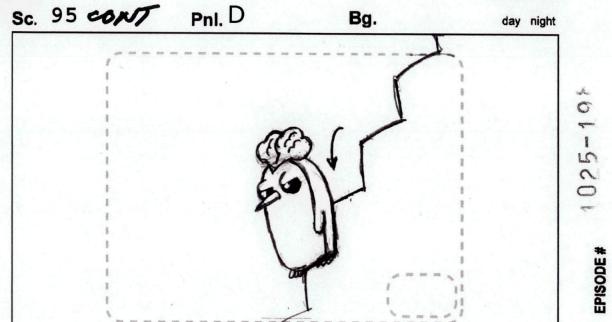
Page 230

Sc. 95 Pnl, A Bg, day night



Action: DRAMATIC ZOMBIE-LIKE WALKING POSE ...
HOPS DOWN FROM STEP TO STEP ...
Timing:





Dialog:

10251

19

Action:

Timing:

Production:

1025/198

1025/198

OCT 0 9 2014

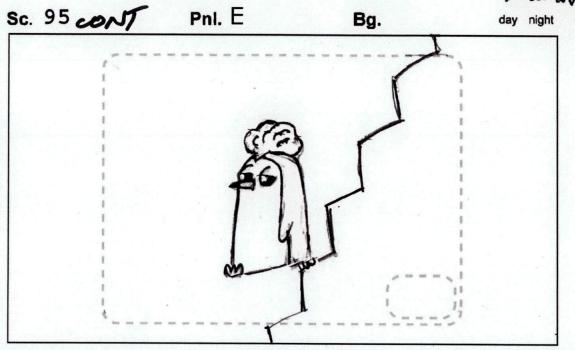
1025-198

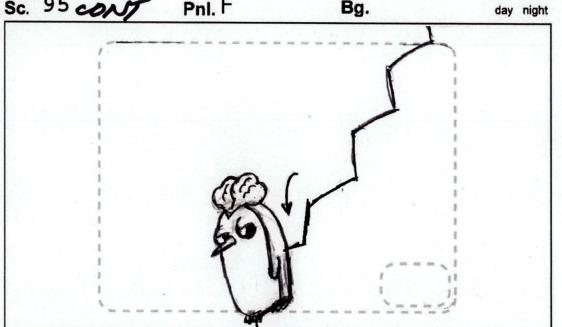
**EPISODE**#

# **ADVENTURE TIME**



232 Sc. 95 cont Pnl. F Bg.





Dialog: Action: OCT 0 9 2014 Timing:

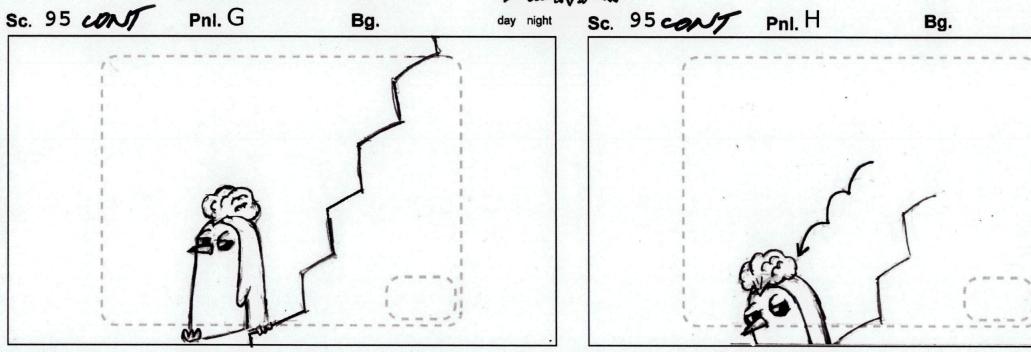
# 25/

19

# **ADVENTURE TIME**



Page 233 Sc. 95 can't Pnl. H Bg.



Dialog: Action: OCT 0 9 2014

Timing:

Production:

1025/198

EPISODE #

1025-198

EPISODE#

# **ADVENTURE TIME**



Page 234

Sc. 96 Pnl. A Bg. Sc. 96 CONT Pnl. B Bg. day night

Action:

GUNTER WALKS IN ...

OCT 0 9 2014

Timing:





Page 235

Sc. 96 conf Pnl. C Bg. day night

Sc. 96 CONT Pnl. D Bg. day night

Dialog:

Gunter's Kitten/ [meow]

Action:

GUNTER STANDS, ZOMBIE-LIKE.

OCT 0 9 2014

Timing:

Production:

1025-198

EPISODE#

 $\infty$ 



Page 236

Sc. 96 CONT Pnl. E Bg.

Sc. 96 CONT Pnl. F Bg. day night

Dialog:

Action: SFX: CLATTER CLATTER

GUNTER PULLS OUT A
CONTRAPTION (SCROLL
SAW ON A TABLE)

SFX: SCRUNCH!

[SCRAPING
ON FLOOR]

OCT 0 9 2014

Timing:

Production:

025-

TO TOTAL

EPISODE# 1025-198

Dialog:

251

19

0

Action:

Timing:

SETTLE GUNTER, STANDING (ZOMBIE-LIKE.)

ON GUNTER STANDING.

OCT 0 9 2014

Production

**EPISODE**#

# **ADVENTURE TIME**



Page 238

Sc. 97 conf Pnl. B Bg. day night

Sc. 97 CONT Pnl. C Bg. day night

Dialog:

SFX: ORGALORGALORG

Action:

BRAIN PULSATES.

BRAIN PULSATES,

OCT 0 9 2014

Timing:

1025/198

1025-198

EPISODE #



### **ADVENTURE TIME**



Page 239

Sc. 98 Pnl. A Bg. day night

Sc. 98 april Pnl. B Bg. day night

Dialog:

Re-USE ANVANATION From

EPS#180 "Astral plane" Sc 16 Except HAVE Coulet move Two cam thru

Sc Filling FIELD

Action:

-PINK COMET ZOOMS TOWARDS CAM.

-BG ANIMATES IN PERSPECTIVE.

OCT 0 9 2014

Timing:

# **ADVENTURE TIME** Page\_ 240 Sc. 98 CONT Pnl. C Sc. 99 Bg. Pnl. A Bg. day night 1025-198 de la constante Dialog: CONT RO-USE ANIMATION W/ Comet Fill FIELD Action: BRAIN' HOLD'S OCT 0 9 2014 Timing:

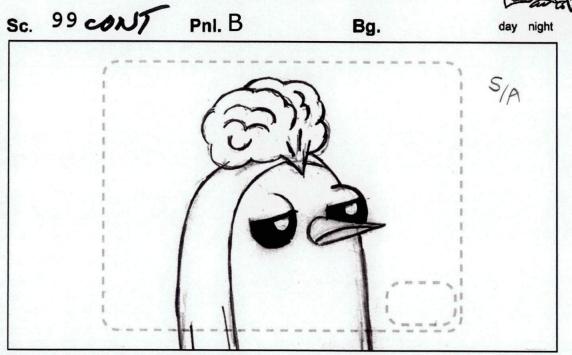
1025/198

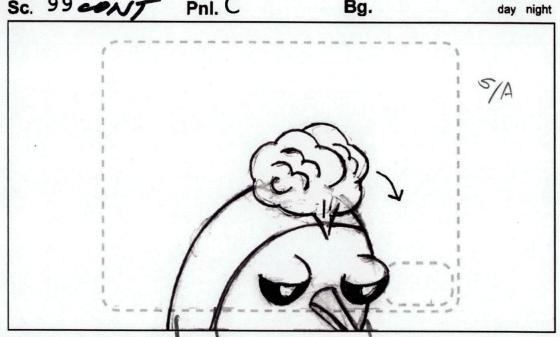
EPISODE #

Production:



Sc. 99 CONT Pnl. C Bg.





Dialog:

Action:

Timing:

GUNTER BENDS DOWN TO PICK SOMETHING UP.

OCT 0 9 2014

Page 241



242

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EPISODE #

1025/

O

Sc. 99 CONT Pnl. D Bg.

Sc. 99 CONT Pol. E Bg. out

Dialog:

Action:

GUNTER PICKS UP THIN PIECES OF PLYWOOD.

GUNTER EXITS.

OCT 0 9 2014

Timing:

1025-198

EPISODE #



# **ADVENTURE TIME**



Page 243

Sc. 100 Pnl. A Bg.

Sc. 100 CONT Pnl. B Bg. day night

Dialog:

10

2

9 0

SFX: \* CUTTING \*

Action:

CLOSE ON JIGSAW CUTTING A SHAPE.

PIECE OF PLYWOOD ROTATES

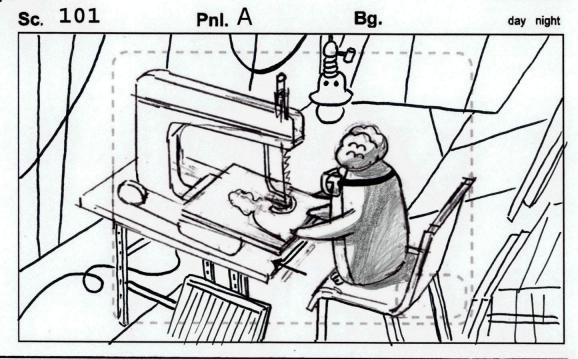
A BIT.

OCT 0 9 2014

Timing:

Production:

Sc. 100 conf Pnl. C Bg. day night



Dialog:

10

25

98

Action:

PIECE OF PLYWOOD ROTATES AGAIN.

GUNTER WORKS WITH A SCROLL SAW.

OCT 09 ZWA

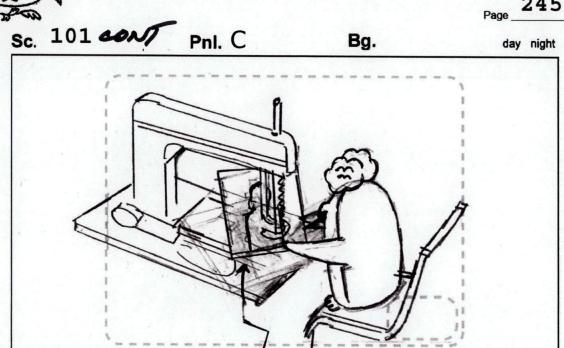
Timing:

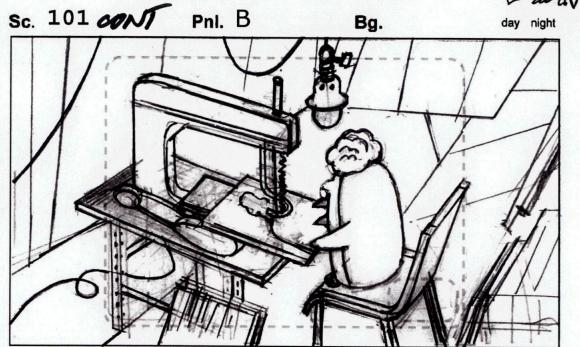
# 1025/198

# ADVENTURE TIME



Page 24





Dialog:

Action:

SFX: WHRRR ...

- G. ROTATES BOARD,

OCT 0 9 2014

Timing:

Production:

EPISODE #

1025-198

EPISODE #

Dialog:

Action:

ON GUNTER USING SCROLL SAW-

Timing:

OCT 0 9 2014

# Production:

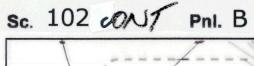
1025-198

**EPISODE**#

## **ADVENTURE TIME**



Page 247



Bg.

sc. 102 and Pnl. C

Bg.



Dialog:

Action:

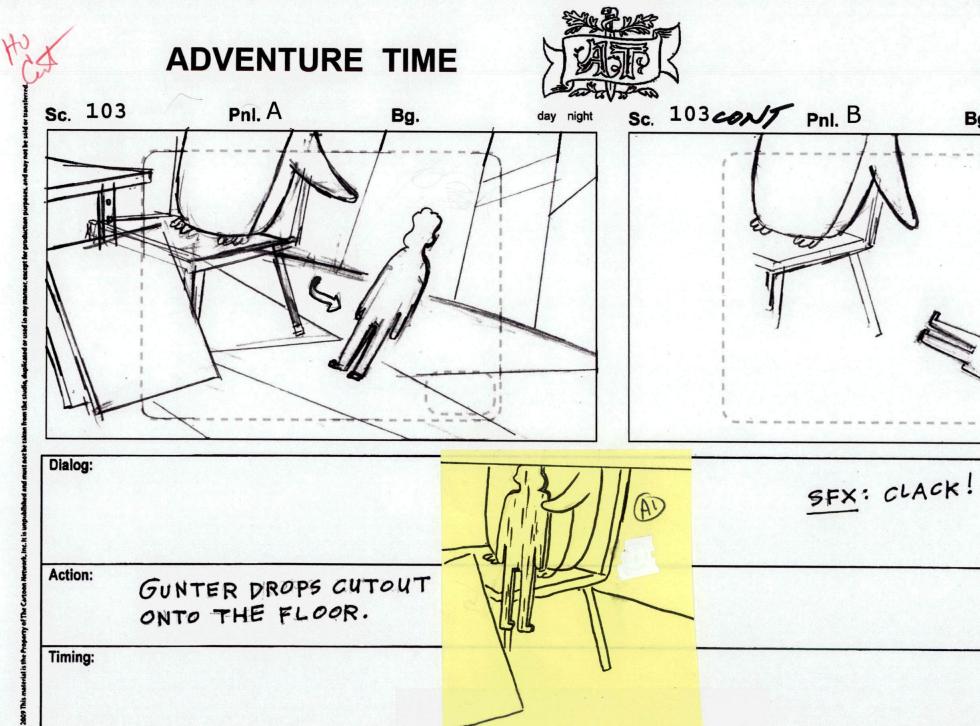
- GUNTER SETTLES BACK.

- G. HOLDS UP CUT-OUT.

GUNTER TURNS.

OCT 0 9 2014

Timing:



248

day night

SA

Bg.

1025-198

EPISODE#

1025/198

Production:

OCT 0 9 2014

**EPISODE**#

### **ADVENTURE TIME**



Page 249

Sc. 103 CONT Pnl. C Bg. day night

Sc. 104 Pnl, A Bg. day night

Dialog:

SFX: X CUTTING X

Action:

(RECOVER GUNTER)

Timing:

CLOSE ON GUNTER WORKING, SERIOUS AND ZOMBIE-LIKE. OCT 0 9 2014

1025-198

**EPISODE#** 





Page 250 Sc. 105 Sc. 105 Poll B Pnl. A Bg. Bg. day night

Dialog:

Action:

ON PLYWOOD GOING THROUGH THE SCROUL SAW.

Timing:

1025/198

OCT 0 9 2014





Page 251

Sc. 106 Pnl. A Bg. day night

Sc. 106 cont Pnl. B Bg. day night

Dialog:

Action:

ON GUNTER SAWING.

Timing:



GUNTER TURNS WITH

OCT 0 9 2014

Production:

025

**EPISODE**#

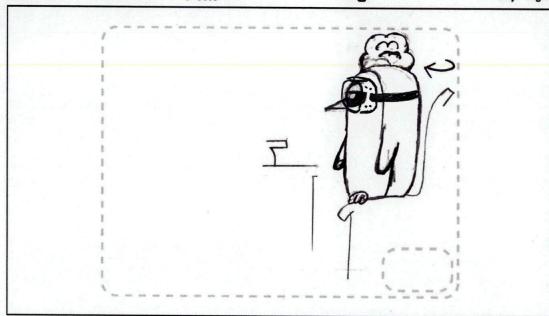


Page 252

Sc. 106 CONT Pol. C Bg.

Sc. 106 CONT Pol. D Bg.

day night



Dialog:

SFX: \* CLACK \*

Action:

GUNTER DROPS THE CUTOUT TO THE FLOOR.

GUNTER TURNS BACK TO THE SCROLL SAW.

OCT 0 9 2014

Timing:

Production:

1025-198

EPISODE #

1025-19

EPISODE #

# Bg.

**ADVENTURE TIME** 

Sc. 107 CONT Pol.

Bg.

Sc. 108

Pnl. A

day night

Dialog:

Action:

Timing:

ON GUNTER GRABBING A CUTOUT FROM THE SAW.

OCT 0 9 2014

Production:

Timing:

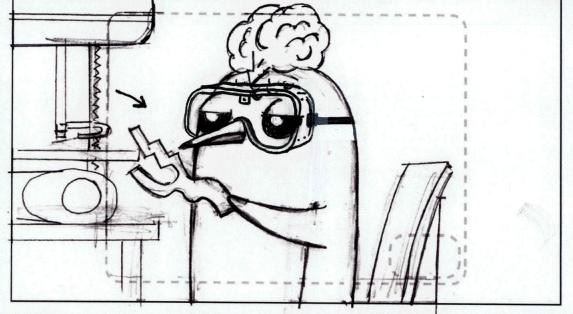
1025-198

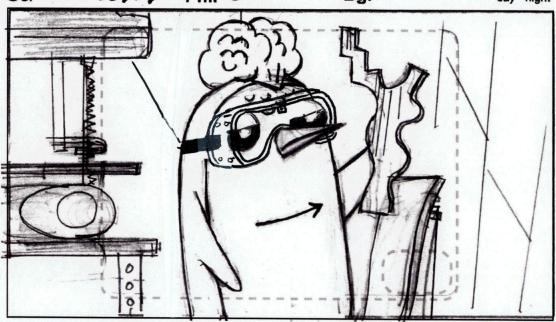
EPISODE #

# **ADVENTURE TIME**



Page\_255 Sc. 108 CONT PHI. B Bg. Sc. 108 CONT Pnl. C Bg. day night





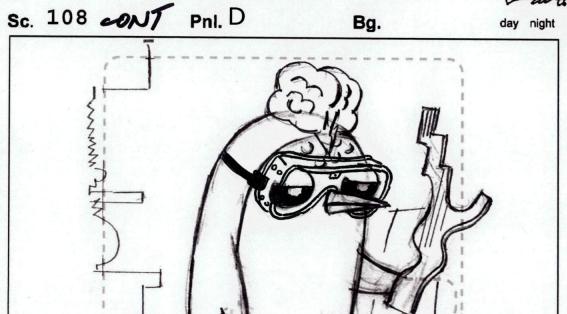
Dialog: Action:

GUNTER TURNS.

OCT 0 9 2014



Page 256



Sc. 109 Pnl. A Bg. day night

Dialog:

Action:

GUNTER ANTICS TOSSING THE CUTOUT.

ON CUTOUTS ON THE FLOOR.

OCT 0 9 2014

Timing:

Production:

1025-



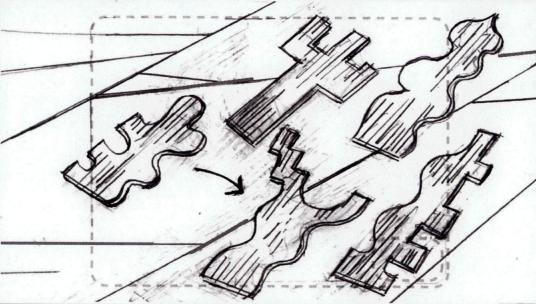
Page 257

Sc. 109 CONT Pol. B

Sc. 109 CONT Pol. C

Bg.

day night



Dialog:

SFX: CLACK!

Action:

Timing:

NEW CUTOUT FALLS IN ...

CUTOUT HITS FLOOR.

OCT 0 9 2014

Production:

1025/198

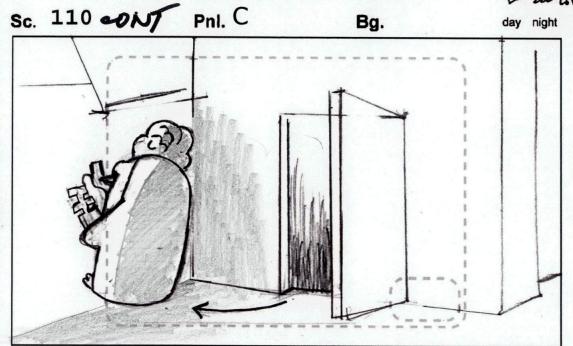
## Production:

EPISODE #

#### **ADVENTURE TIME**



259



Sc. 110 CONT Pol. D Bg. day night

Dial	og:	

SFX = SQUEAK ... SMAK

(DOOR) MAY BE SOUNDS LIKE A SCREEN DOOR.

Action:

- SECRET DOOR CLOSES.

OCT 0 9 2014

Timing:



Page 260

Sc. 110 ONT PHI. E Bg. Pnl. A Sc. 111 Bg.

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7		

1025-198

Dialog:

Action:

WIDE ON GUNTER WALKING
TO THE CENTER OF THE ROOM.
OCT 0 9 2014

Timing:

Production:

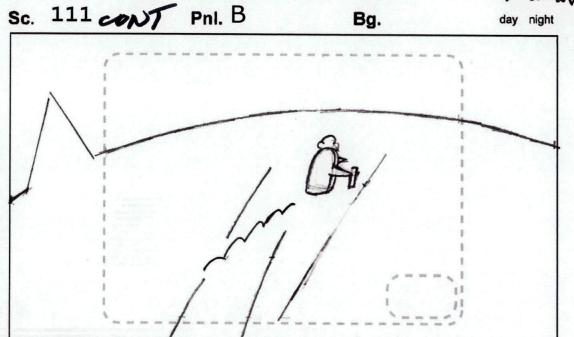


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**EPISODE**#

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Sc. 112 Pnl. A Bg. day night

Dialog:

SFX: \* KLK\*

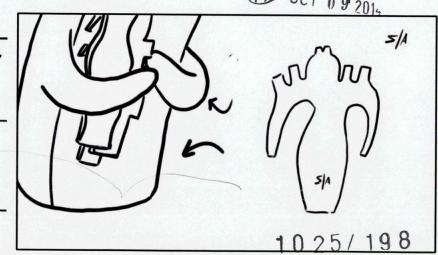
AD OCT 09 2014

Action:

GUNTER STOPS AND PUTS DOWN ONE OF THE CUTOUTS.

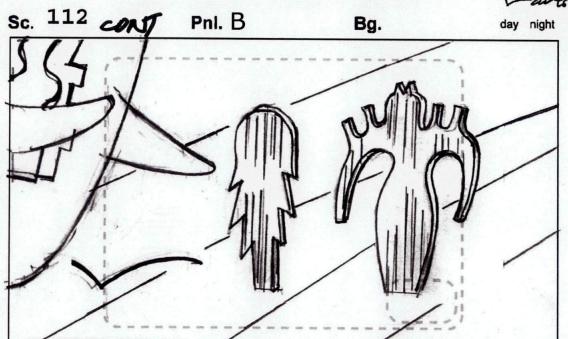
GUNTER PLACES CUTOUTS ON THE FLOOR.

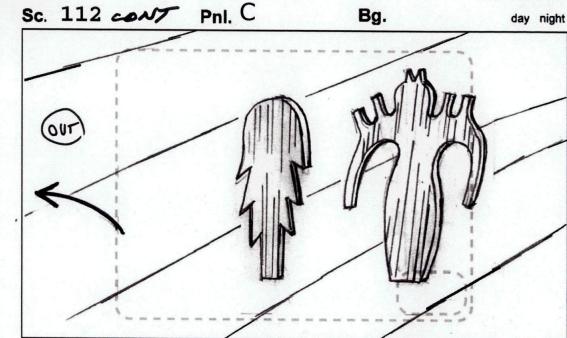
Timing:





Page 262





Dialog:

SFX: \* KLK \*

Action:

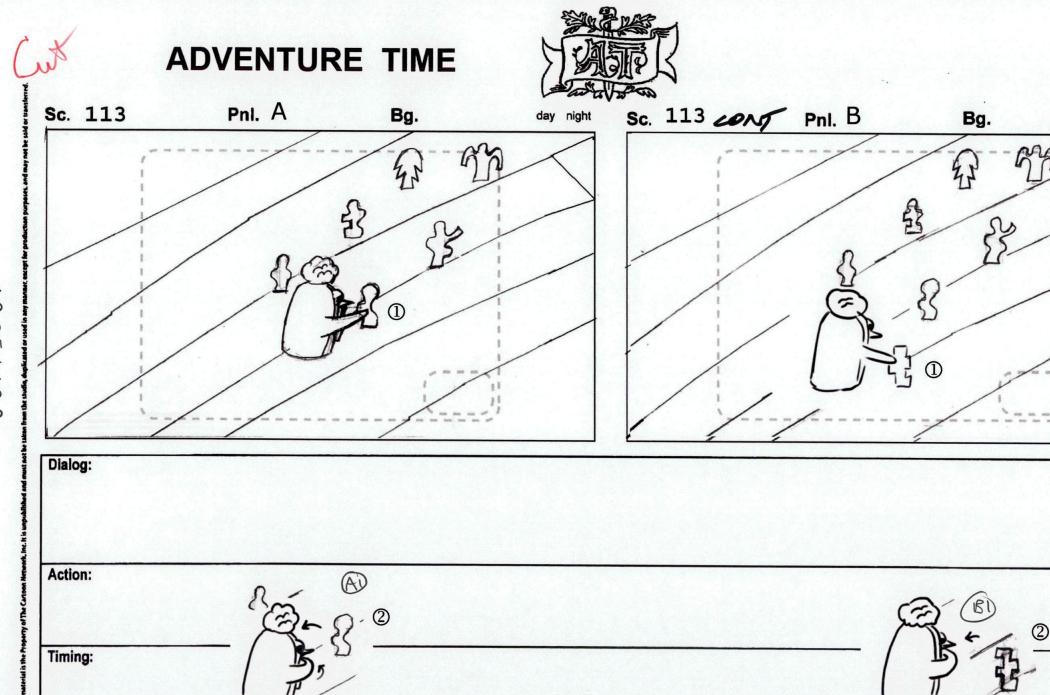
-G. BACKS OFF/S.

OCT 0 9 2014

Timing:

Production:

**EPISODE**#



Production:

025

EPISODE #

OCT 0 9 2014

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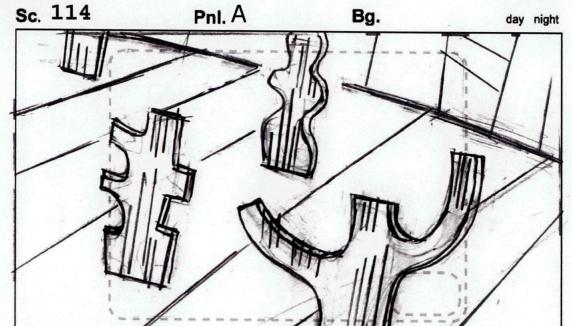
## 00

#### **ADVENTURE TIME**



Page 264

Sc. 113 CONT Pnl. C Bg.



Dialog:

Action: -C. SETS DOWN LAST CUT-OUT OCT 0 9 2014

Timing:

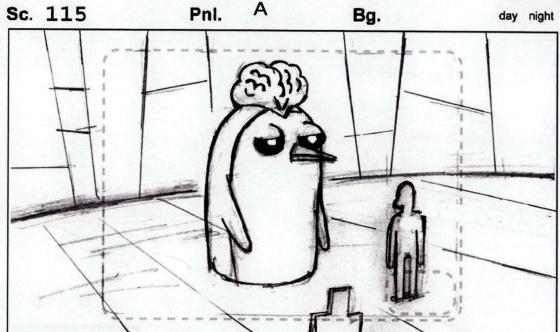
Production:

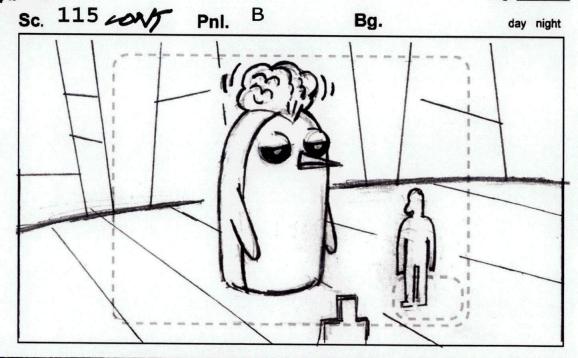
**EPISODE**#





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Dialog:

SFX: OWOOD

SFX: W000-000

Action:

BRAIN STARTS TO PULSATE.

OCT 0 9 2014

Timing:

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**EPISODE**#



Page 266 Sc. 115 CONT Pnl. C Sc. 115 - Pnl. D Bg. Bg. 1025-198

0 25/19

0

Dialog:

G: (LONG ) WEEEEEENK -

Action:

-GUNTER CLOSES EYES.

Timing:

Production:

1025/198

OCT 0 9 2014

day night

PISODE#

Sc. 116 Pnl. A Bg. day night Sc. 116 CANT Pnl. B Bg.

Dialog:

0 25

19

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SFX: 000 - 000

Action:

INSTRUCTIONS FLASHON,
REALLY QUICK.
[IN GUNTER'S MIND'S-EYE]

Timing:

OCT 0 9 2014

Production:

Sc. 116 cary Pnl. C

**ADVENTURE TIME** 

day night

Bg.

Bg.

SO ME TH IN G

Sc. 116 and Pnl. D

D	ia	lo	g	:

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> 9 0

> > Action:

-MORE GLOWING GLYPHS FORM.

OCT 0 9 2014

Timing:

Production:

1025-198

1025,

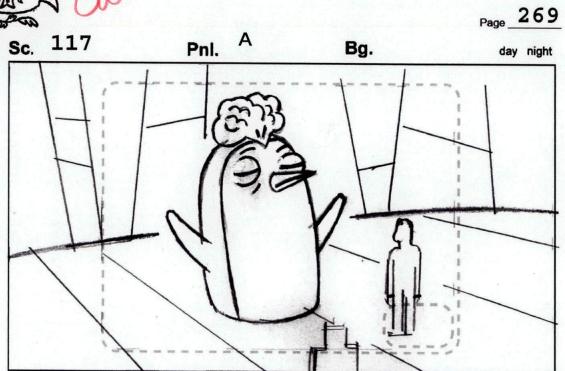
1025-

**EPISODE**#

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#### **ADVENTURE TIME**

Sc. 116 CONT Pnl. E day night



Dialog:	SFX: cont		
Action:		€33 A	
Timing:			OCT 0 9 2014

Production:





271

Sc. 118 Pnl. A Bg. day night

Sc. 118 Pnl. B Bg. day night

Dialog:

5FX: 00000

Action:

ON CUTOUTS.

GLOWING SYMBOLS

OCT 0 9 2014

Timing:

Production:

1025-198

**EPISODE#** 

1025/

198



Page 272 Sc. 118 CONT day night 1025-EPISODE # Dialog: Action: OCT 0 9 2014 Production: Timing:

1025

#### **ADVENTURE TIME** Page 273 Sc. 118 CONT Pnl. D Sc. Pnl. Bg. Bg. day night 1025-108 0 N **EPISODE**# OIL (0) 000 Dialog: Action: SYMBOLS BURN ON OCT 0 9 2014 Timing:

Production:

1025/198



Sc. Pnl. Bg. day night Sc. 118 conf Pnl. E Bg. day night

5FX: 00000

ELO primon

OCT 0 9 2014

Action:

[BUMP FIELD UP] ARC OF ENERGY STARTS UP.

Timing:

Production:

1025-

EPISODE#

1025/198





Page 275

Pnl. A Sc. 119 Bg. Are

Sc. 119 cont Pnl. B Bg. day night

Dialog:

5FX = W00000

SFX: 000-000-000-0000

Action:

- ENERGY ARCS FROM CUT-OUT TO CUT-OUT

OCT 0 9 2014

Timing:

Production:

025-

**EPISODE**#

25



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**EPISODE**#

25/198

Production:

Sc. 119 CONT Pol. C Bg.

Sc. 119 CONT Pol. D Bg. day night

Dialog:

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198

SFX: 000-000-000-000

SFX: 000000!

Action:

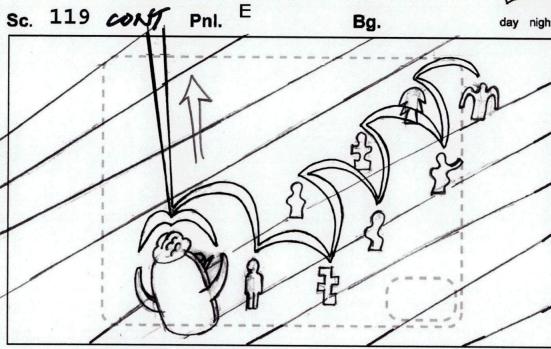
Timing:

OCT 0 9 2014





1025/198



Dialog:

SFX: 00000

Action:

- RAY OF ENERGY SHOOTS STRAIGHT UPWARS.

Timing:



1025/198

Production:

	ADVENTUR	E TIME	TIMOTE S	Sc. 120 cont	Pnl. Bg.	Page 277 A
Sc.	Pnl.	Bg.	day night			
					. 0	6
						025-1
•						
						EPISODE#
Dialog:		63(RI)	Diag	) (; ···	IN ET	25/1
			trate	· · · ·	Aku	OCT 0 9 2014
Action:			5/A @	7 1		
Timing:			- Dan		STATE OF THE PARTY	gio
			RAY	OF ENERGY SHOOTS	5	Production

	ADVENTUE	RE TIME		Sc. 120 car	Pnl.	Bg.
Sc.	Pnl.	Bg.	day night		11:	•
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			<b>→</b>		1 :	
			-	-		
			•	0,*	dente construction of the second of the seco	C+ 12
Dialog:					1/60/ 25	
				Long.	· Alex	. 1 00
Action:				Man Al		
Timing:				V & My Any	MAT	MANY

Production:

0 9 2014

1025-198

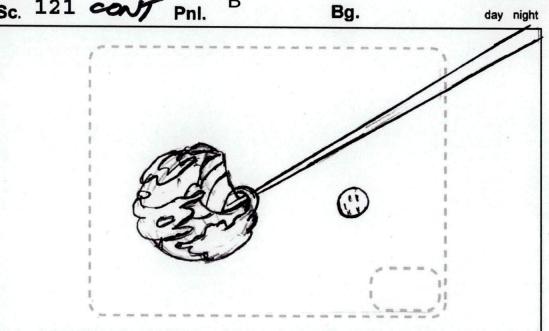
EPISODE #

1025.198





Sc. 121 Pnl. A Sc. 121 car Pnl. B Bg. Bg.



Dialog:

OCT 0 9 2014

Action:

ON EARTH, SEEN FROM OUTER SPACE.

Timing:

-BEAM SHOOTS OFFIS INTO SPACE



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**EPISODE**#

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DE# 1025-198

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1025/19

Production:

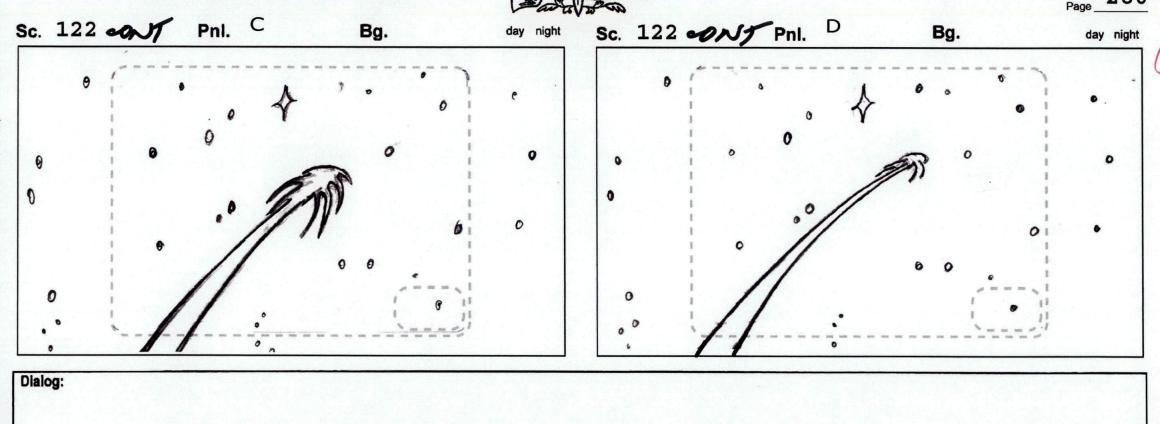
# ,10 25/19

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#### **ADVENTURE TIME**



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Action: CONT.RAY OF ENERGY.

Timing:

Droduct

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day night

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**EPISODE**#

13 25/

8

10

Production:

Sc. 123 Sc. 123 CONT Pnl. B Pnl. A Bg. Bg. Dialog:

1025/

1.08

Action:

BEAM OF ENERGY SHOOTS TOWARD PLANETS.

Timing:

OCT 0 9 2014



Page 282

Sc. 123 CONT Pnl. C Bg.

Sc. 124

Pnl.

Bg.

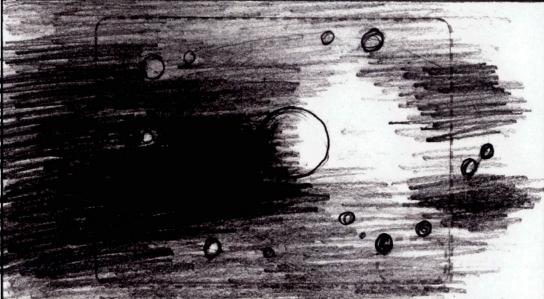
day night

1025-198

**EPISODE**#

c $\infty$ 

19601



Dialog:

Action:

RAY OF ENERGY APPROACHES A PLANET.

OCT 0 9 2014

Timing:

Production:

10 25/

19 0



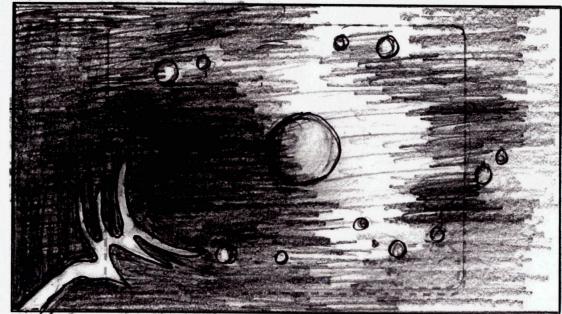
Page 283

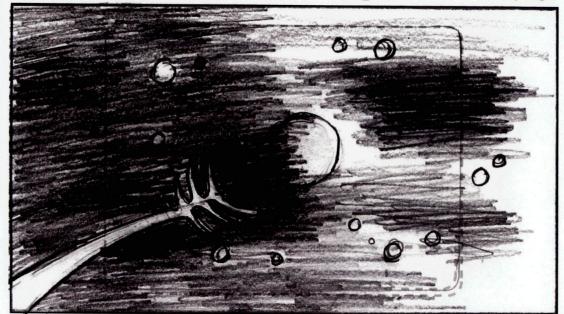
Sc. 124 conf Pnl. B

Bg.

Sc. 124 const Pnl. C

Bg.





Dialog:

N

5/

198

Action:

-BEAM SHOOTS ON/S.

Timing:

OCT 0 9 2014

Production:

1025-198

EPISODE#



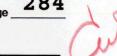
Page 284

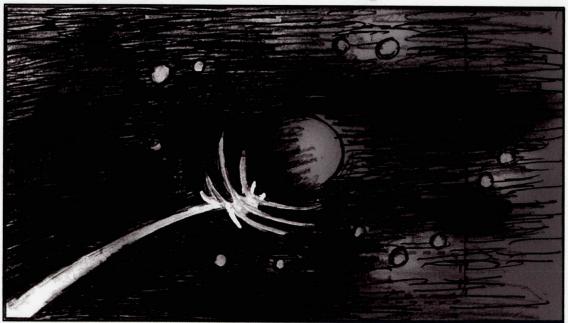
Sc. 124 CONT Pnl. D

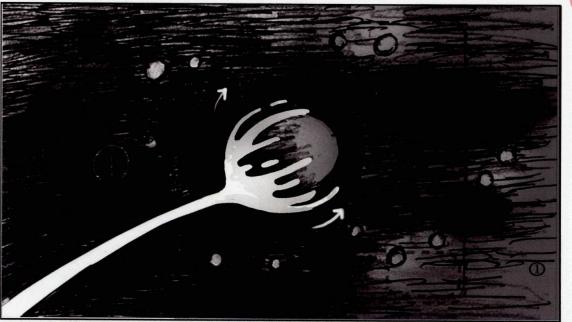
Bg.

day night

Sc. 124 cour Pnl. E







Dialog:

Action:

Timing:



Production :

1025/198

1025/198

ction :



285

Sc. 125

Pnl. A

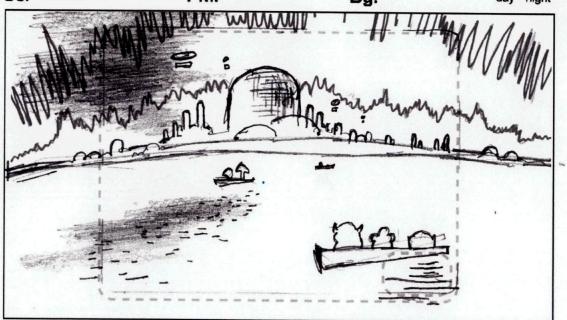
Bg.

Sc. 125 CONT Pnl. B

σ.

1025/1

025-198



Dialog:

SFX: 000 00

SFX: W00 000

Messenger: The Signal!

Action:

- ON ALIEN CITY. A BIG GREEN HOUSE BUILDING.

OCT 0 9 2014

Timing:

WAVES OF ENERGY GLOW IN THE SKY

0 N

5

9

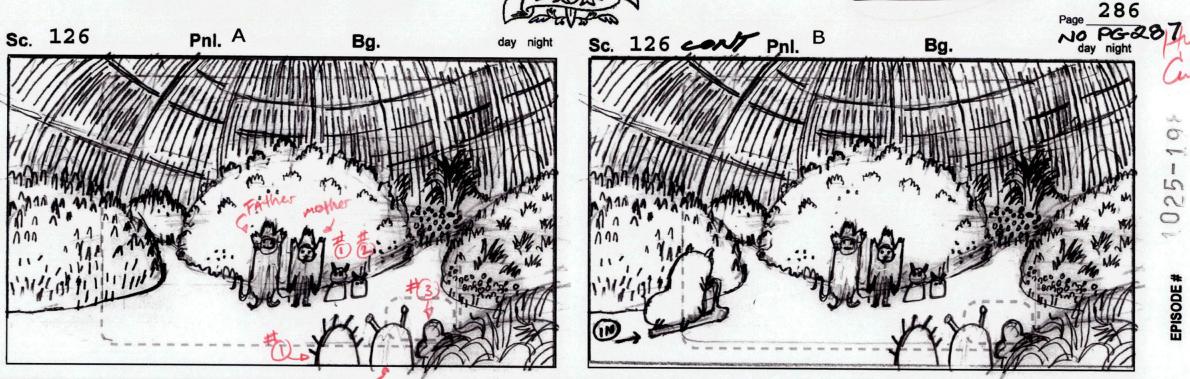
0



#### **ADVENTURE TIME**



NO 5 127



Dialog:

5FX: 00000



MESSENGER: THE SIGNAL!

MESSENGER SPEEDS IN ON

AIR POWERED SCOOTER.

Action: - INSIDE ALIEN CITY.

- WAVES OF ENERGY ARE SEEN, OUTSIDE THE WINDOWS.

Timing:



Production:

025-

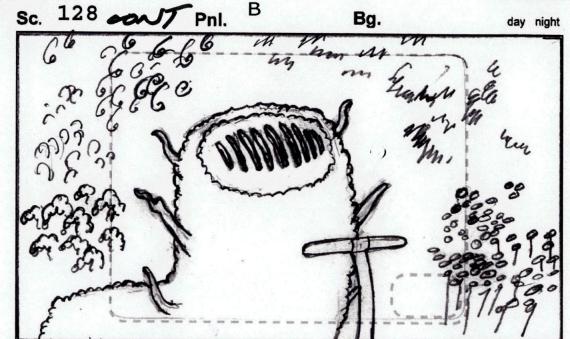
COC

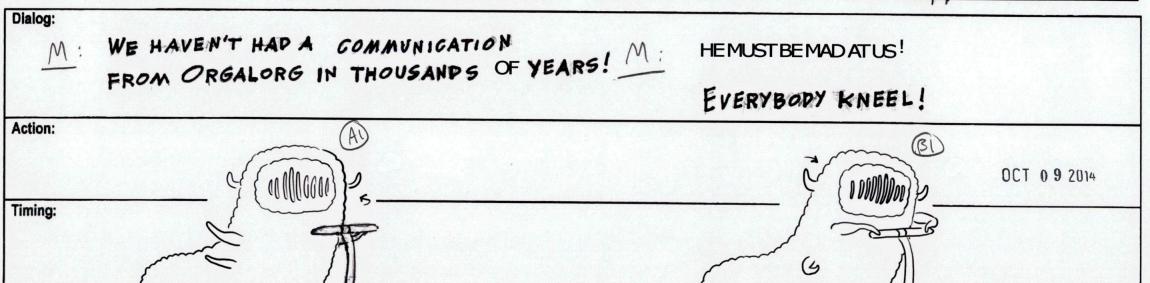
7

OCT 0 9 2014



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Production :

1025/198





Page 289

Sc. 129

Pnl. A

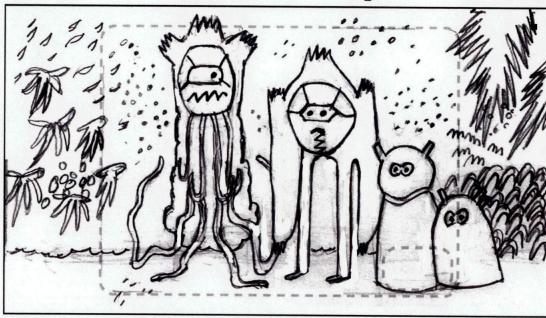
Bg.

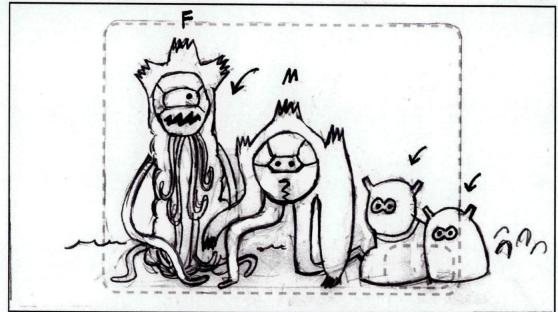
day nigh

Sc. 129 CONT Pnl. B

Bg.

day night





Dialog:

MESSENGER: EVERYBODY KNEEL!

(0.5.)

[REPEATING]

FATHERS BETTER DO AS HE SAYS, KIDS.

Action:



- ALIENS KNEEL.



Timing:

Production:

1025

**EPISODE**#



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day night

**EPISODE**#

025-198

1.025/198

Production:

Pnl. A Sc. 130 Sc. 130 car Pnl. B Bg. Bg. 0

Dialog:

1025/

19 0

CHILD: MOMMY, WHO'S ORGALORG?

Action:

- CHILDREN LOOK UP.

Timing:

1025/198

OCT 0 9 2014



Page 291

131

Pnl. A

Bg.

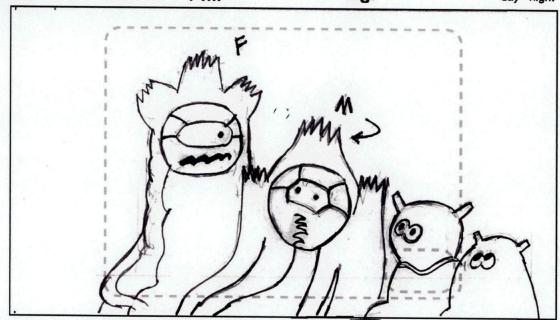
my > AD

Sc. 131 CONT Pnl. B

Bg.

day night

מנייוני



Dialog:

1025/198

MOTHER: WELL, EH ...

FATHER: UMMM ...

Action:

- PARENTS LOOK AT EACH OTHER.

BD

OCT 0 9 2014

Timing:

Production:

1025/198

EPISODE #



day night

Sc. 131 CONT Pnl. C Bg.

Sc. 131 CONT Pnl. D

Bg.

1025/198

1025-198

Dialog:

FATHER: TO BE HONEST, WE THOUGHT --

FATHER: -- HE WAS JUST A MYTH OUR --

Action:

10

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> 19 0

> > OCT 0 9 2014

Timing:

Production:





Page\_293

Sc. 132 Pnl. A Sc. 132 CONT Pol. B day night 1025-198

Dialog:

FATHER: "STUPID GRANDPARENTS
TOLD US SO WE WOULDN'T MAKE OUT.

GRANNY ELDER:

YES, AND YOU SHOULD'VE

LISTENED!

OCT 0 9 2014

Timing:

Action:

Production:

1025/

**EPISODE**#

int was	ADVENTURE	TIME		驱				
Sc. 133	Pnl. A	Bg.	day night	sc. 133	CONT Pr	nl. B	Bg.	Page _ day
Sold State of the							POPS	
Dialog:	SFX: PSSSSS  (AIR-POWERE CARS IN THE DISTANCE							
Action:				- d	POPS /- EUD	ER RIDES	INTO VIEW	
Timing:								OCT 0 9 2014
i illing:								

Production:

1025/198

EPISODE #

Page 294

day night

10

25

198

# **ADVENTURE TIME**



Page 295

Sc. 134

Pnl. A

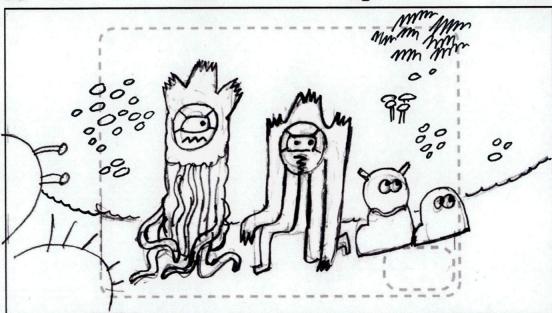
Bg.

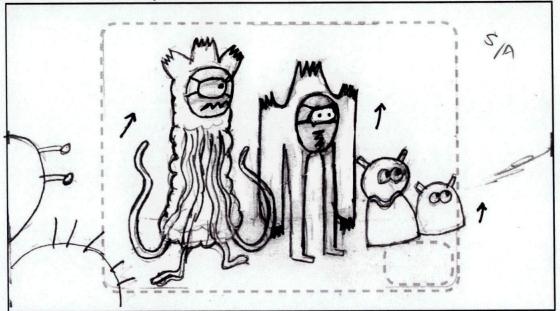
day nigh

Sc. 134 CONT Pnl. B

Bg.

day night





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u	16	ш	ч	

Action:

- THEY STAND UP.

OCT 0 9 2014

Timing:

Production:

1025-198

**EPISODE**#

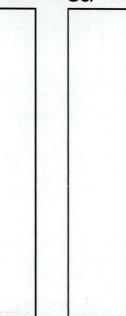


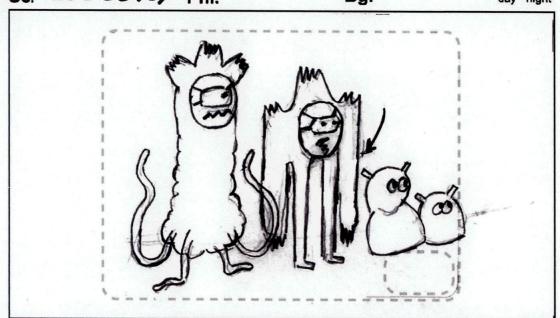
Page 296

Sc. 134 CONT Pnl. C Bg.

Sc. 134 CONT Pnl. D

Bg.





Dialog:

MOTHER: THE ELDERS!

Action:

Timing:

OCT 0 9 2014

Production:

EPISODE #

Bg.

Sc. 134 MIT Pol. E



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1025-198

1025/198

**EPISODE**#

135 Pnl.

Dialog:

FATHER: YES! THE ELDERS!

SFX: PSSSSSSS

MOVING)

Action:

THE ELDERS ARRIVE, IN AIR-POWERED HOVER-CARS.

Timing:



Page 298

Sc. 135 ON Pnl. B Bg. day night

Sc. 135 COV Pnl. C Bg. day night

Dialog:

SFX: P55555 ...

SFX: P55555 ....

Action:

Timing:

OCT 0 9 2014

Production:

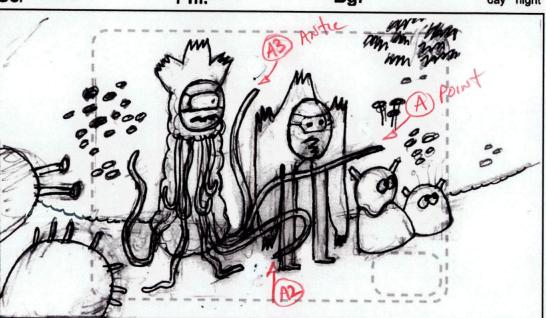
EPISODE#



Page 299

Sc. 135 00 Pnl. D Bg.

Sc. 136 Pnl.



Dialog: 5FX: P55555	FATHER: THE ELDERS!
	man All All All All All All All All All Al
Action:	OCT 0 9 2014
Timing:	

Production:

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Page 300

Sc. 137

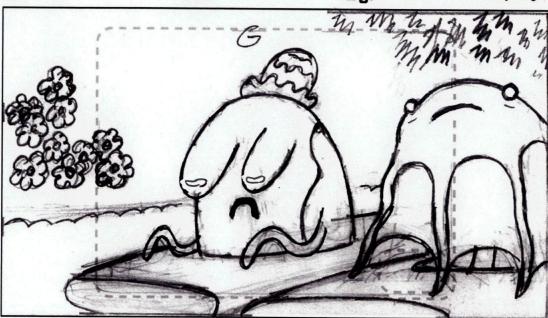
Pnl. A

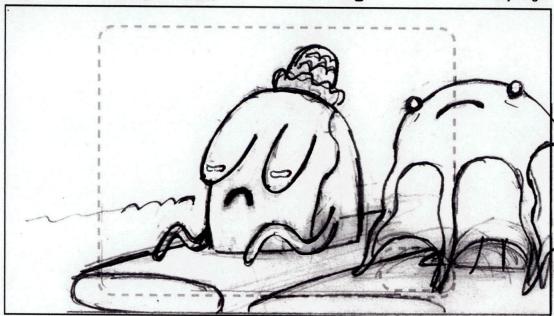
Bg.

Sc. 137 CONT Pol. B

Bg.

day night





Dialog:

GRANNY ELDER: WE TOLD YOU --

GE: ORGALORG 15 --

Action:

Timing:

OCT 0 9 2014

Production:

025-19

EPISODE#

**EPISODE**#

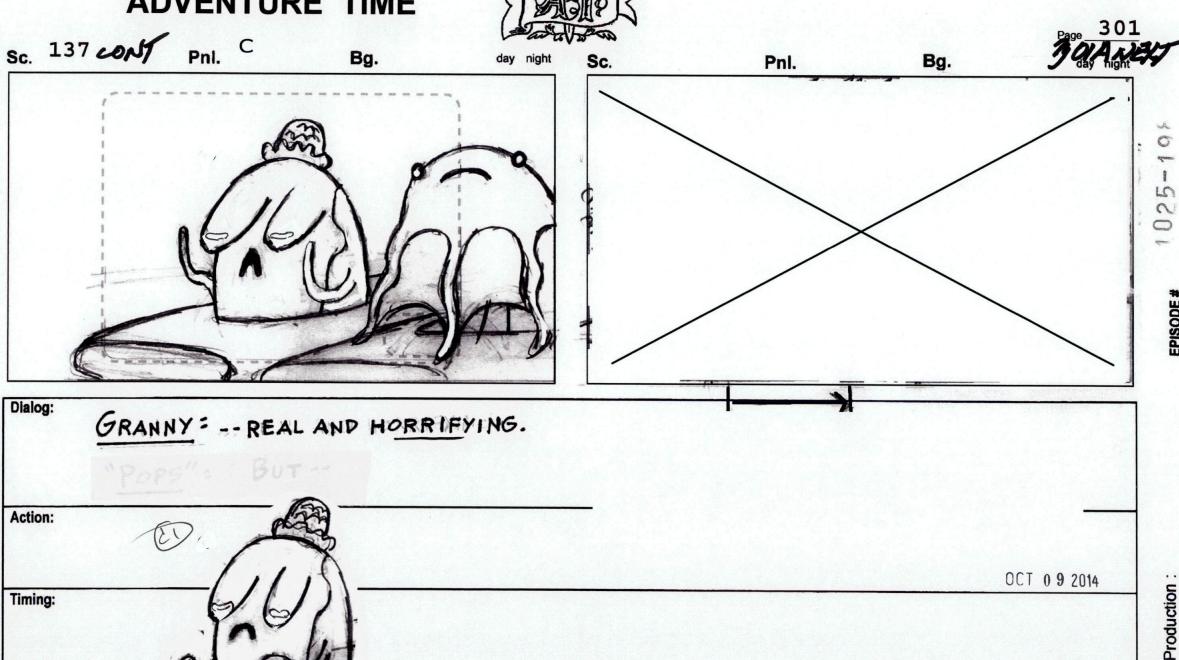
# **ADVENTURE TIME**

10

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EPISODE#

**ADVENTURE TIME** Pnl. Sc. Rg.



Sc. 137 <00 Pnl. D



Dialog:	'Pops' BUT PON WOULD LISTEN! YOU
"Pops" = Bur -	POPS' BUT NOBODY WOULD LISTEN! YOU ELDER ALL JUST WANTED TO MAKE
Action:	out!
	[PAN OVER TO POPS ELDER]
Timing:	OCT 0 9 2014



Page 302

Sc. 138 Pnl. A Bg.

Sc. 138 LONT Bg.

Dialog:

10

25/

198

WELLI FATHER =

FATHER - --- WE'RE LISTENING NOW.

GRANNY'S AFTER YOU HAD KIDS --

Action:

Timing:

OCT 09 2014

Production:

1025-19

8



Page 303

Sc. 139

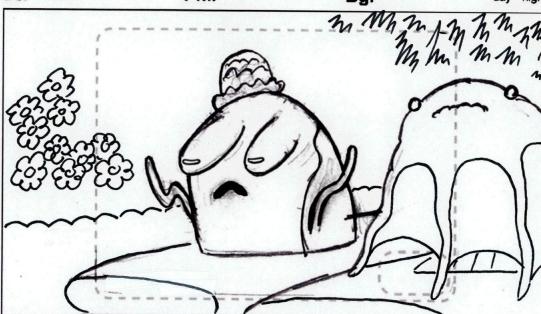
Pnl. A

Bg.

Sc. 139 con Pnl.

Bg.

day night



SIA

Dialog:

GRANNY . -- AND THEY ELDER

GE.

DIDN'T WANT TO

Action:

Timing:

OCT 0 9 2014

Production:

1025-108

**EPISODE**#

1025/198



Page\_304

Sc. 139 cours Pnl. C Bg. day night

S/A

Sc. 140

Pnl. A

Bg. day night

Dialog:	 HOW DID THAT
66	MAKE YOU FEEL ?

MOTHER : TERRIBLE.

Action:

OCT 0 9 2014

Timing:

Production:

1025-198

**EPISODE**#





Sc. 141

Pnl. A

Bg.

Sc. 141 CONT

Pnl. B

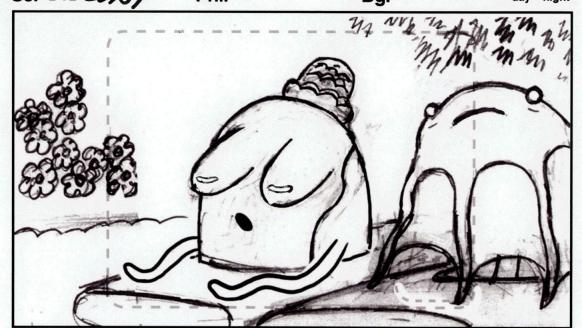
Bg.



1025-198

**EPISODE**#





Dialog:

Granny Elder: Exactly

Granny Elder: Anyway... so, make outs!

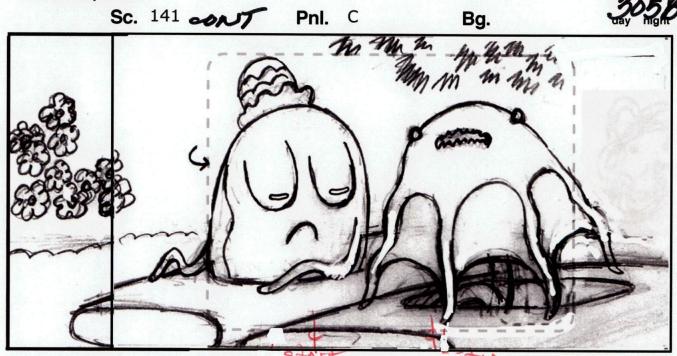
Action:

OCT 0 9 2014

Timing:

Production:





Di	alc	oa:
DI	ait	yy.

Pops Elder: Orgalorg

Action:

OCT 0 9 2014

Timing:

Production:

1025-198

**EPISODE**#

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25/

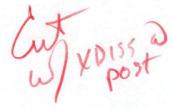


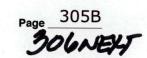
Sc. 141 CONT

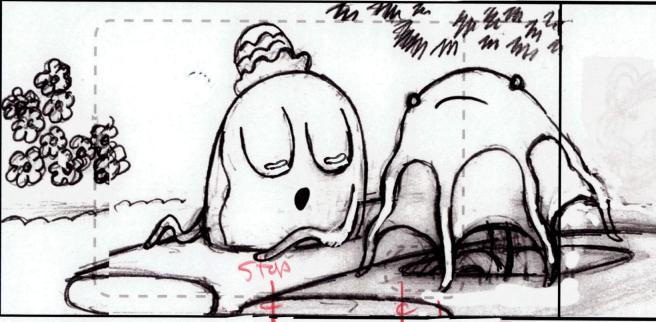
Pnl. D

Bg.

day night









Dialog:

Granny Elder: Oh! Orgalorg...Orgalorg is an ancient cosmic entity

Action:

Timing:

OCT 0 9 2014

**EPISODE**#



Page 306

Sc. 142 Sc. 143 Pnl. A Bg. Pnl. A Bg. day night 200 Dialog: (srawry (vo)) who Ruled the Solar System truck out Granny (vo) W/Action) XD159 with his cruel... Action: ON ORGALORG THROWING - X. DISSOLVE TO ORGALORG Graphic A HUGE BOULDER. 5/AA Timing: Diag truele out

025-198

25/198

0

Production:

1025/

19

8



Page 307

Sc. 143 CONT PHI. B Sc. 143 CONT Pnl. C Bg. Bg. day night Dialog: truck out GE: (O/S) and deadly whims. Action: - TRUCK OUT TO INCLUDE TOWN Timing: OCT 0 9 2014

1025

**EPISODE**#

1025/198

Production:



Sc. 143 CONT Pol. D

Bg.

day nigh

Sc. 143 CONT Pnl. E

Bg.

Page 308 308ANEV J

1025-198

EPISODE #

Dialog:

SFX: X BOOM X

Granny (VO)

the breaker of worlds!

Action:

THE BOULDER SMASHES A SMALL TOWN.

OCT 0 9 2014

Timing:

Production :

**EPISODE**#



# **ADVENTURE TIME**



Sc. 143A Pnl. A Bg. day night

Sc. 144

Pnl. A

Bg.

Gay hight

Dialog:

Re-use Anim. From Eps# 180
"Astraplane" se 16

GE: (OS) he was seeking ever more

Action:

OCT 0 9 2014

Timing:

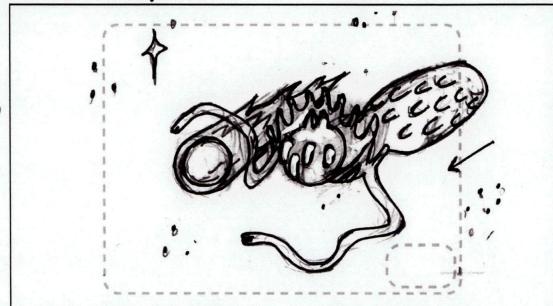


Page 309

Sc. 144 CONT Pnl. B Bg.

Sc. 144 CONT Pnl. C

Bg.



Dialog:

(0/5) GE:

POWER ...

GE: (0/S) HE DESIRED TO INTERCEPT

A CATALYST COMET ...

Action:

-ORGALORG FLIES ON/S.

ORGALORG GAINS ON COMET.

OCT 0 9 2014

Timing:

Production:

025

EPISODE #



Page 310

Sc. 144 CONT Pol. D Bg.

145 Pnl. A Bg.

**EPISODE**#

Dialog:

AND ABSORB ITS ESSENCE ...

GE: (O/S)

THEREBY DID HE OFFEND --

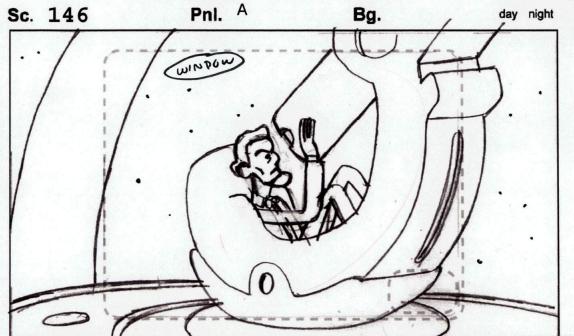
Action:

OCT 0 9 2014

Timing:

1025/198

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WHO DECREED THAT --

KING OF MARS
LOOKING INTO
TELESCOPE.

OCT 0 9 2014

Production:

025-198

EPISODE#

25/198

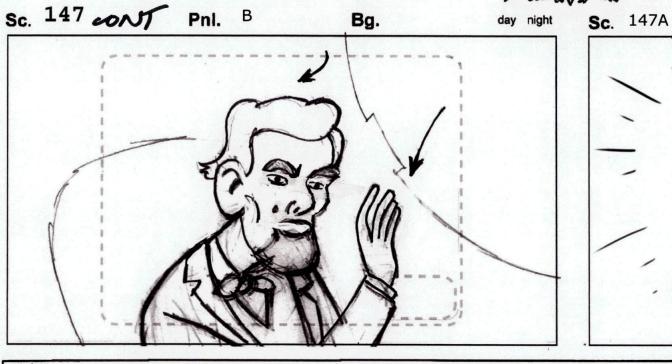
1025/19A

025-19

EPISODE #

## **ADVENTURE TIME**





Dialog:

GE: ORGALORG SHOULD BE CAST DOWN ...

GE:(OS) and yes...

Action:

Timing:

SHIFT KING OF MARS .

(THOUGHTFUL, UNHAPPY)

-GGGG WIELDS FLAMING SWORD .

OCT 0 9 2014

Production

1025-198

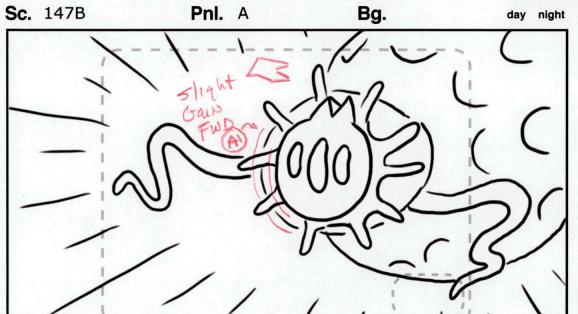
**EPISODE**#

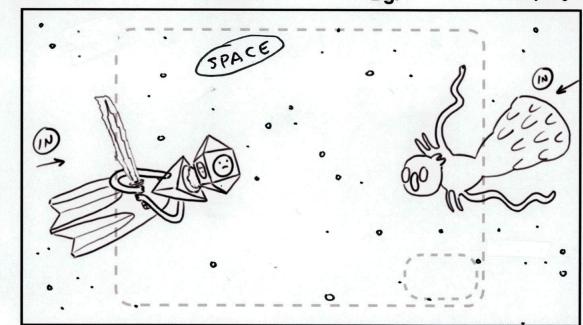


# **ADVENTURE TIME**



Sc. 148 Pnl. A Bg. 312A





Dialog:

GE: (OS) he was cast down

GE: (OS) by the flaming sword...

Action:

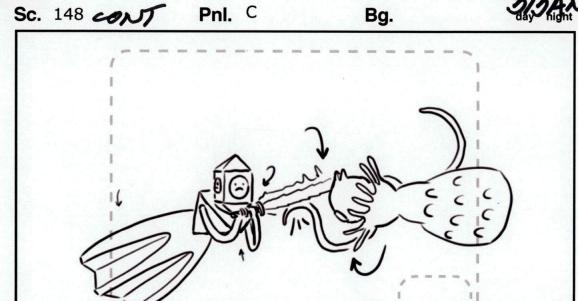
Timing:

OCT 0 9 2014



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Sc. 148 CONT Pnl. B Bg. day night



Dialog:

GE:(OS) of Grob Gob Glob Grod

Action:

Timing:

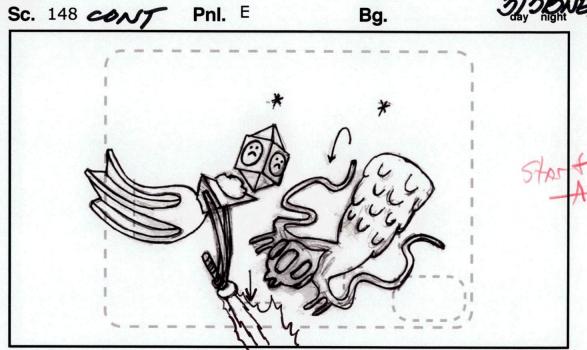
OCT 0 9 2014

Production:

**EPISODE**#



313A 313ENEXT



D	ia	lo	g	:

98

Action:

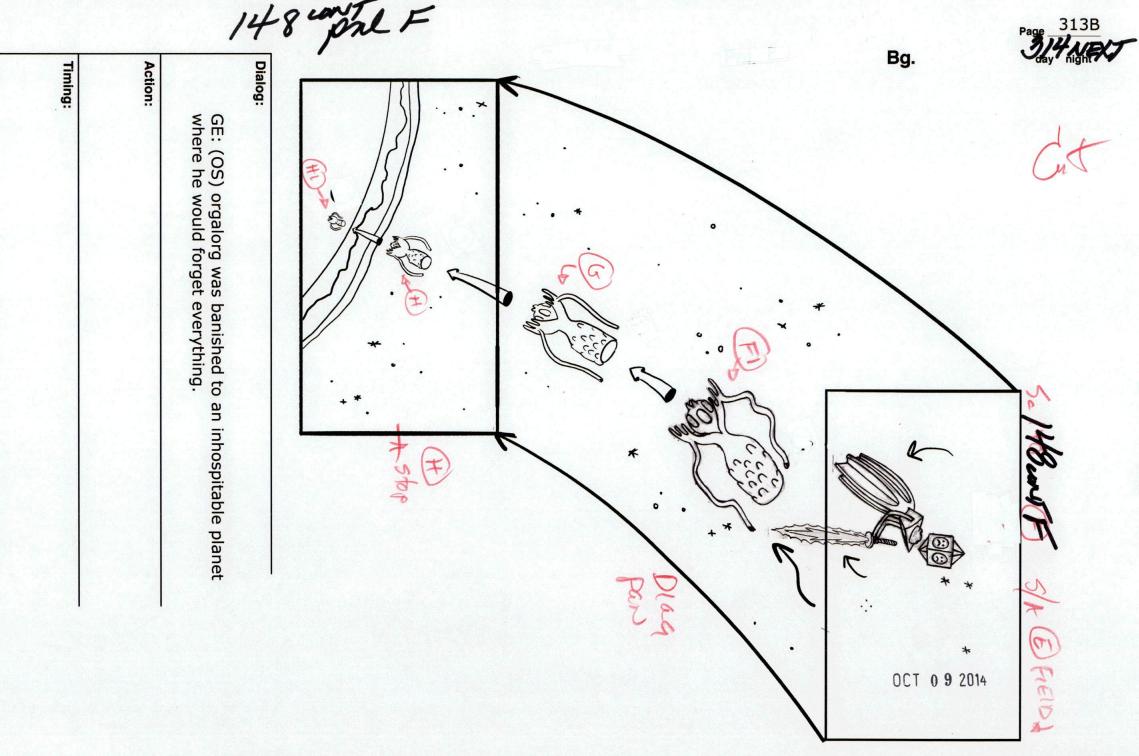
GGGG strikes Orgalorg with flame sword

OCT 09 2014

Timing:

Production:

**EPISODE**#



**EPISODE**#

1025/198



# **ADVENTURE TIME**



	314
Page	

Sc. 149 CON Pnl. A Sc. 149 Bg. Bg. mess Dialog: Alien GE: yea, even forget his identity and from whence he came Action:

OCT 0 9 2014

Timing:

EPISODE#

25

10



## **ADVENTURE TIME**



Page 315

Sc. 150

Pnl. A

Bg.

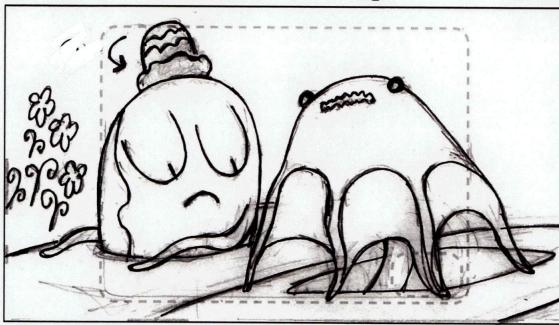
day night

Sc. 151

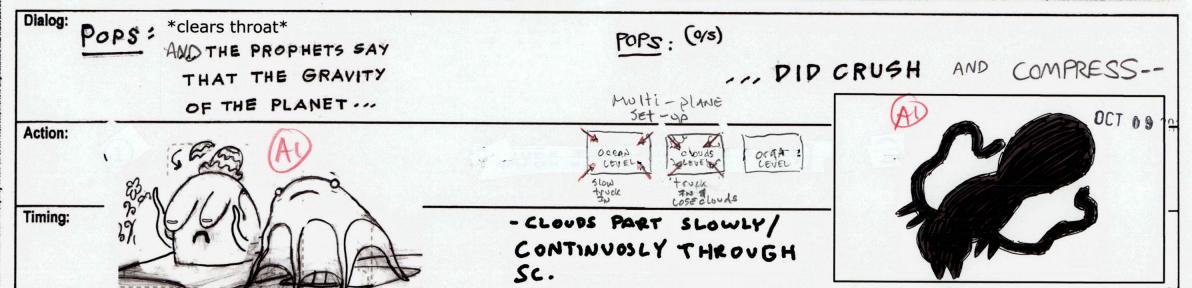
Pnl. A

Bg.

day night









Page 316

Sc. 151 CONT Pnl. B

day night

Sc. 151cavT Pnl. C

Bg.

day night

**EPISODE**#

Dialog:

0

25/

19

POPS: (0/5) ORGALORG --

POPS: (0/5) ... INTO A MORE
POWERLESS --

Action:

OCT 0 9 2014

Timing:

Production:



Page 317

Sc. 151 CONS Pnl. D Bg. day night

Sc. 151 CANY Pnl. E Bg. day night

POPS: (0/s) - AND GUDDLESOME FORM.

Pops: (OS) woooooo....

Action:

slowly RACK FOCUS ON Clouds W/ fruck IN Lose

OCT 0 9 2014

Timing:

Production:

1025-198

25/

1025/198

198



Page 318

Sc. 151 Phi. F Bg. day night

Sc. 151 conf Pnl. G Bg. Clouds

Clouds

Ob Clouds

Clouds

Clouds

Clouds

Clouds

Dialog:

025

9

GRANNY: BUT NOW HE'S BACK

ELDER AND WHO'S FAULT IS

(0.5.) THAT?

Action:

POV: LOOKING DOWN, THROUGH THE CLOUDS,

AT THE OCEAN.

OCT 0 9 2014

Timing:

Production:

1025/

Production:

1025-198



# **ADVENTURE TIME**



**Sc.** 151A

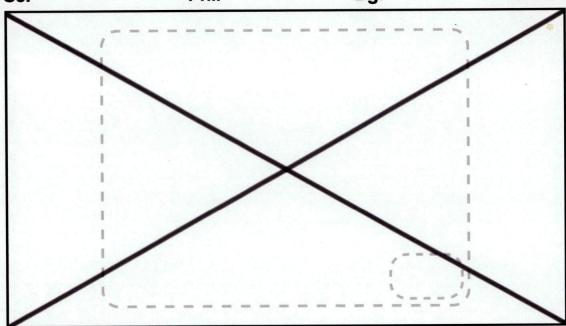
Pnl. A

Bg.

Pnl.

Bg.





Dialog:

PE: make outs.

Action:

Timing:

OCT 0 9 2014

1025-198

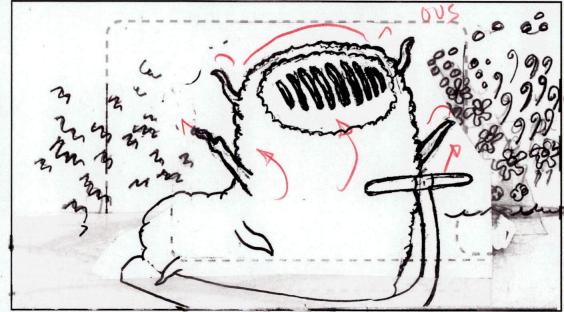
**EPISODE**#

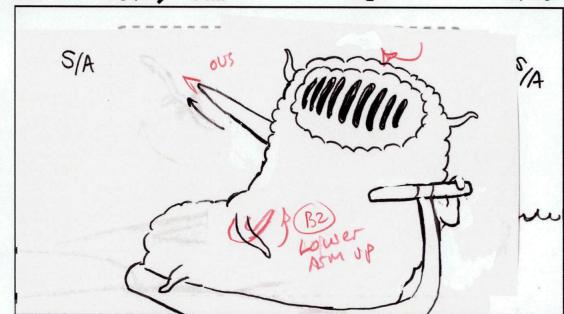
### **ADVENTURE TIME**

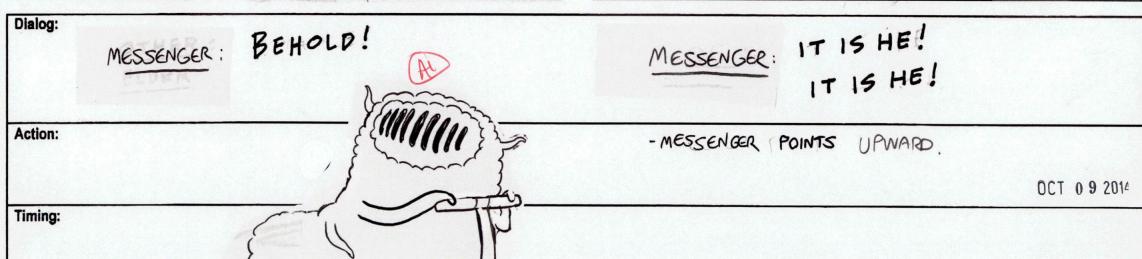


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Sc. 152 Pnl. A Bg. day night Sc. 152 CONT Pnl. B Bg. day night







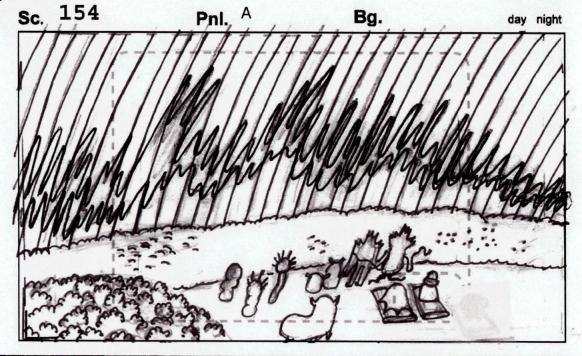
98

#### **ADVENTURE TIME**



Page 320

Sc. 153 Pnl. A Bg. day night



Dialog:

M:

ORGALORG REACHES OUT FROM THE VOID!

Action:

CROWD SEES ENERGY WAVES IN THE SKY OUTSIDE THE GREENHOUSE BUILDING.

OCT 09 2014

Timing:

Production :

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**EPISODE**#

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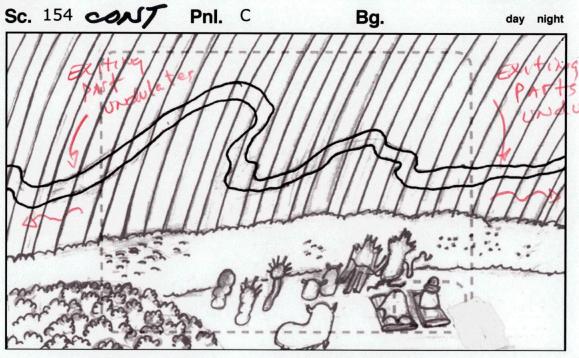
Page 321

Sc. 154 cont) Pnl. B Bg. day night

10

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19



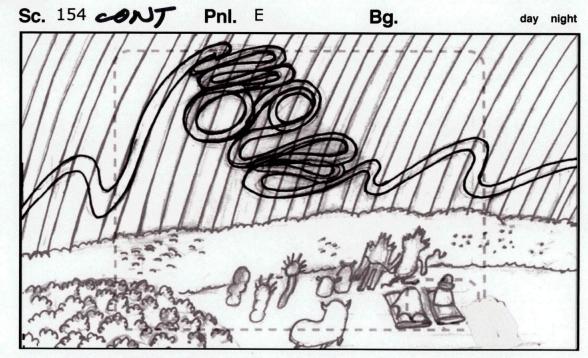
Dialog:	
Action:  Timing:	OCT 0 9 2014

**EPISODE** # 0 25 / 198



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Sc. 154 CONT Pnl. D Bg. day night



Dialog:

Action:

OCT 0 9 2014

Timing:

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Production:

**EPISODE**#

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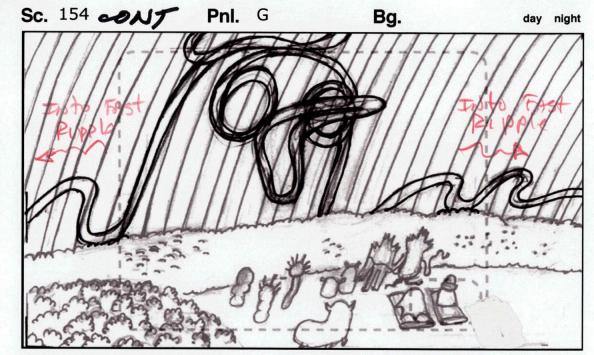
Sc. 154 CONT Pnl. F Bg.

10

2 5/

19

Timing:



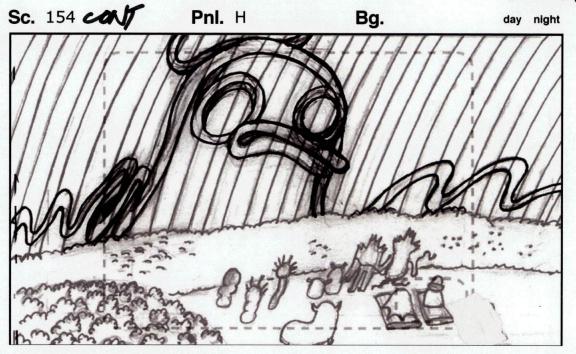
Dialog:		
	Gunther: Wenk!!!	
Action:	OCT 0 9 2014	

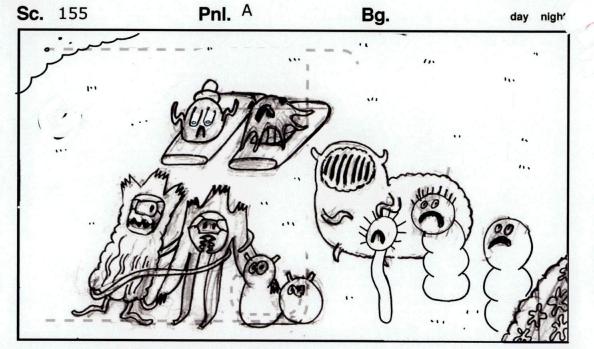
Production:

**EPISODE**#

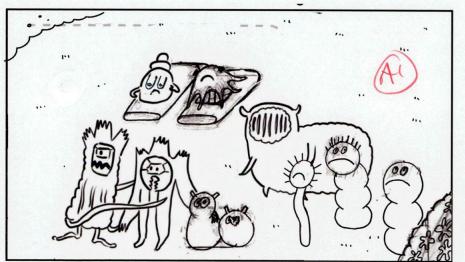


32<sup>4</sup>





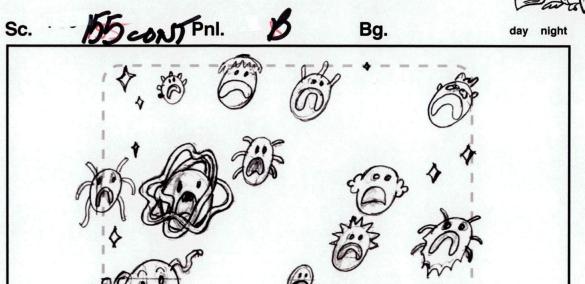
Action:
Timing:



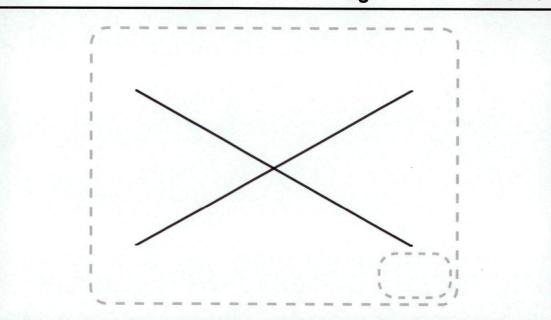
liens: SCREAM!!	XDISS V
	Panel
OCT 09	2014/ Ox B pan
	Doring
	XIDISS _



Sc.



Pnl. Bg.



Dialog:

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HEMAS OL

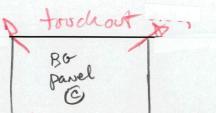
citizens: AAAAAAGGGGGG!!!!

**Action:** 

NOTE: SC 156 PNL A (CITIZENS' HEADS) is an OVERLAY that goes over sc.156-159A

Timing:

ditizen HEADS



OCT 0 9 2014

1025-198 **EPISODE**#

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**EPISODE**#

25/198

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#### **ADVENTURE TIME**



Sc. 155cm Pnl. Bg. day night

Sc. 157

Pnl. A

Bg.

Start

Dialog:

truck out

citizens: AAAAAAGGGGGG!!!!

CROSS DISSOLVE truck

CROSS DISSOLVE

Action:

pull out from planet, superimposed with screaming citizens, whose screams are coming to gunther through the energy pull out from the planet's solar system

OCT 0 9 2014

Timing:



Pnl.

Bg.

Page 326A
Page Night

citizens: AAAAAAGGGGGG!!!!

FOLLOWING the beam of energy into IK Mountain

OCT 0 9 2014

Production:

**EPISODE**#

10

251

19

0

1025-198

**EPISODE**#

#### **ADVENTURE TIME**





Sc. 160 Sc. 161 Pnl. A Bg. Pnl. A Bg.

day night LINCOLH

Dialog:

Action:

ON GUNTER WITH ENERGY.

ON GUNTER WITH ENERGY.

OCT 0 9 2014

Timing:

Page 327

1025-198

EPISODE#



#### **ADVENTURE TIME**



Page 328

Sc. 162 Pnl. A Bg.

Pnl. A 163 Bg. Sc. day night

Dialog:

SFX: SCREEEAM!

Action:

CITIZENS OF OTHER PLANET (AS SEEN BY GUNTER). (86 (BG IS COLOR )

ON I.K. SLEEPING.

OCT 0 9 2855

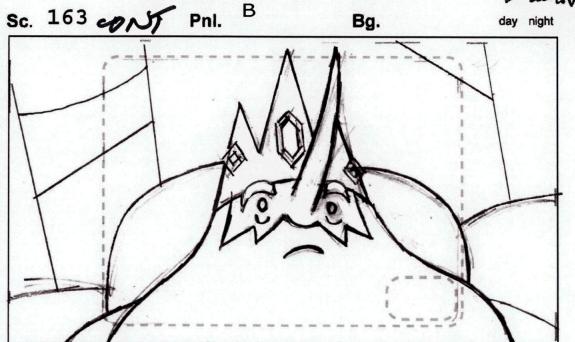
Timing:

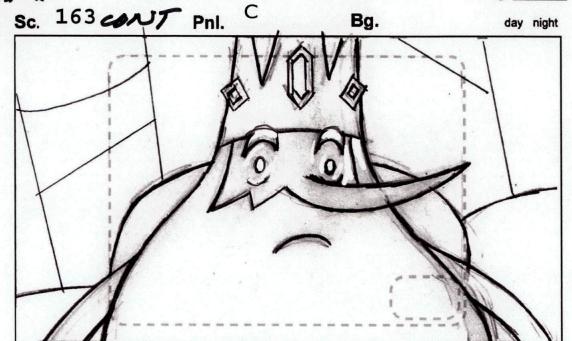
EPISODE #

#### **ADVENTURE TIME**



Page 329





Dialog:

IK: HM?

Action:

THE SCREAMS).

I.K. SITS UP.

OCT 0 9 2014

Timing:

1025-198

EPISODE#

#### **ADVENTURE TIME**

Bg.

Sc. 163 0005 Pnl. D



Page 330 Pnl. A 164 Bg.

on:	I.K. LOOKS TO THE	WIDER ON I.K.
	I.K. LOOKS TO THE END OF THE BED.	OCT 0 9 20



Page 331

Sc. 164 conf Pnl. B Bg. day night

Sc. 164 CONT Pnl. Bg. day night

EPISODE# 1025-10

Dialog:

IK: GUNTER ?...

Action:

I.K. LOOKS AROUND ...

I.K. LOOKS AROUND (LOOKS TOWARD DOOR)

OCT 0 9 2014

Timing:

EPISODE#

1025/198

# Çi,

#### **ADVENTURE TIME**



Page 332

Sc. 165 Pnl. A Bg. day night

Sc. 165 CAN Pnl. B Bg. day night

Dialog:

Faces: screaming

Action:

WIDER ON GUNTER, WITH SCREAMING FACES.

SHIFT GUNTER, LOOKING AT HIS COMMUNICATION DEVICE (CUTOUTS).

Timing:

1025-198

EPISODE#

#### **ADVENTURE TIME**



Page 333 Sc. 165 CONT Pnl. C 166 Pnl. Bg. day night

Dialog:

G: (FREAKED OUT) WENK - WEENK!

Action:

RECOVER GUNTER.

CLOSE ON GUNTER,

(EXHAUSTED)

OCT 0 9 2014

Timing:

# Production:

1025-198

EPISODE #



**ADVENTURE TIME** Sc. 166 PONT Pnl. B Sc. 166 SONT Pol. C

Page\_334

Bg.

Dialog:

SPX: \* ZZT!\*

Action:

- GUNTER GRABS HIS HEAD.
- ENERGY SNAPS OFF OUT.

Timing:

TRUCK IN ON GUNTER.

OCT 0 9280

9 8

#### **ADVENTURE TIME**



Page 335

Sc. 166 CONT Pnl. D

Sc. 166 CONT Pol.

Bg.

day night

1025-198

EPISODE#

Dialog:

Gunter: wenk

Action:

Timing:

GUNTER TURNS, MADDENED BY SHAME AND DESPAIR.

CONT. TURN

OCT 0 9 2014





Page 336

Sc. 167 Pnl. A Bg. day night

Sc. 167 and Pnl. B Bg. day night

Dialog:

G: WEEENK!

G: WEEENK!

Action:

GUNTER STAGGERS AWAY FROM THE COMMUNICATION DEVICE.

OCT 0 9 2014

Timing:

Production :

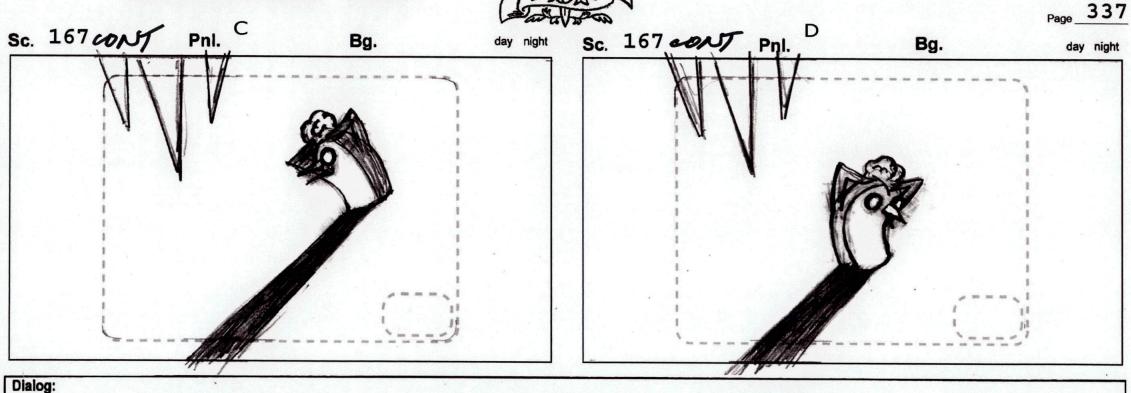
025-

EPISODE#

**EPISODE**#

#### **ADVENTURE TIME**





G: wenk, wenk

Action:
- G. LOCKS AROUND DESPERATELY.

Timing: OCT 0 9 2014

Dialog:

1025-1

**EPISODE#** 

Production:

#### **ADVENTURE TIME**



Sc. 167 CONT Pnl. E Bg. day night Sc. 167 CONT Pnl. F Bg. day night

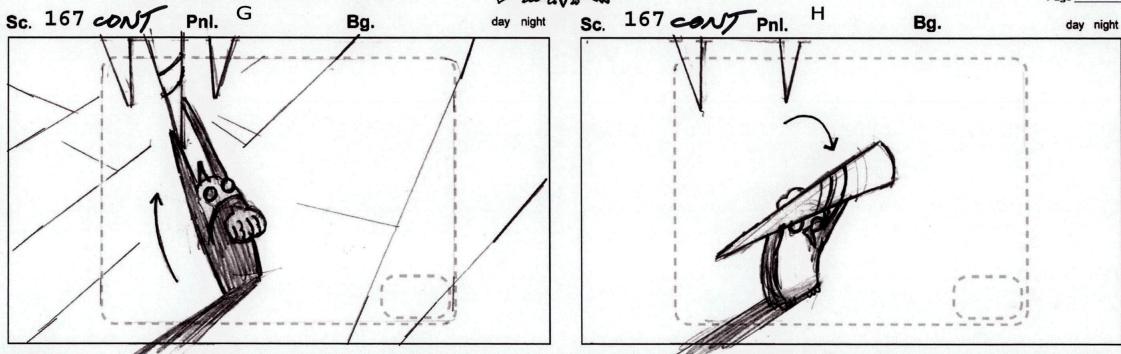
Action:

GUNTER LOOKS UP.

OCT 0 9 2014



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EPISODE#

Dialog: SFX: SNAP!
(ICICLE BREAKS OFF)

Action:

GUNTER GRABS AN ICICLE.

Timing:

OCT 0 9 2014

25/198

EPISODE #

#### **ADVENTURE TIME**



Sc. 167 con Pnl. Bg.

Sc. 167 CONT Pol. I Bg.

Dialog:

Gunter: wenk wenk

Action:

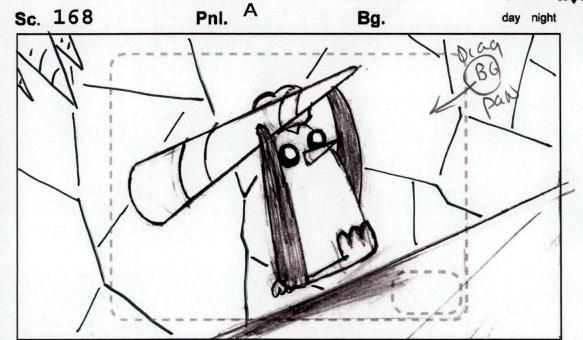
GUNTER INTO RUN.

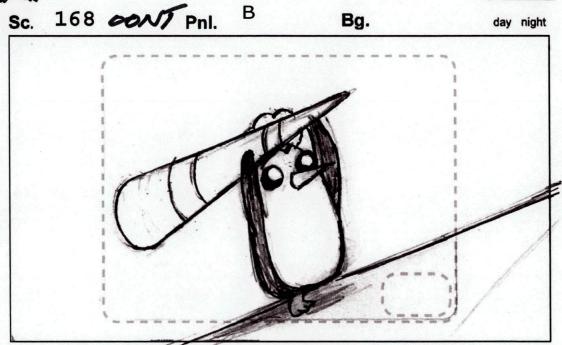
OCT 0 9 2014

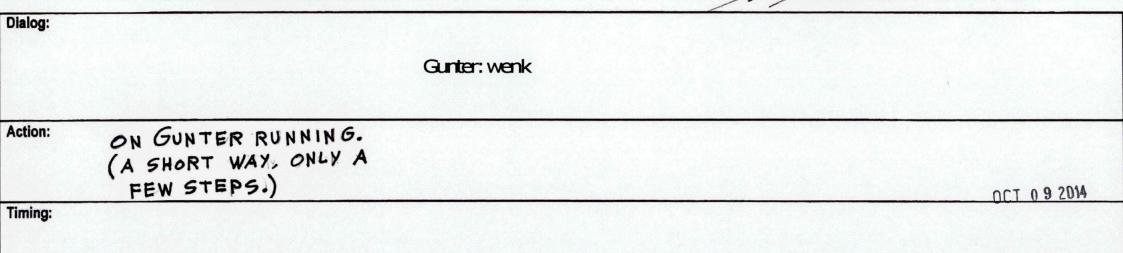
Timing:



Page\_341







Production:

25

**EPISODE**#

Bg.

Sc. 168 CONT Pnl. C



Sc. 168 CONT Pnl. Bg. day night

Dialog:		
Action:		
		OCT 0 9 2014
Timing:		

Production:



Page\_343

Sc. 169 Pnl. A Bg. day night

Sc. 169 cont Pnl. Bg. day night

Dialog:

Gunter: wenk

Action:

ON GUNTER RUNNING IN.

Timing:



Production:

1025-198

EPISODE #

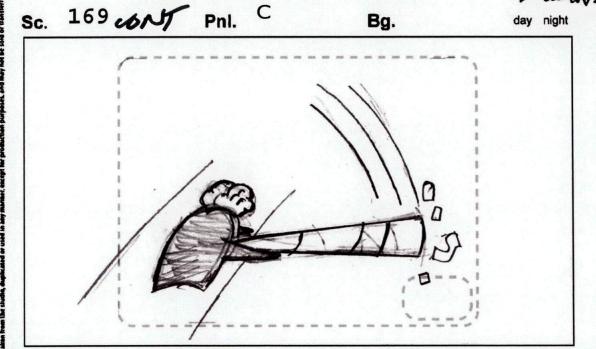
EPISODE#

#### **ADVENTURE TIME**



Gunter: wenk!

Page 344



Sc. 169 conf Pnl. D Bg. day night

Action: SFX = GRAK!

GUNTER SMASHES

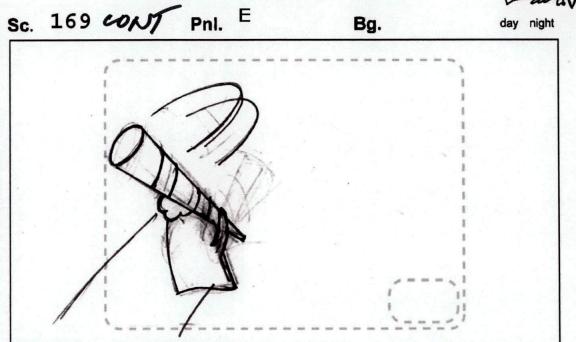
Timing:

OCT 0 9 2014

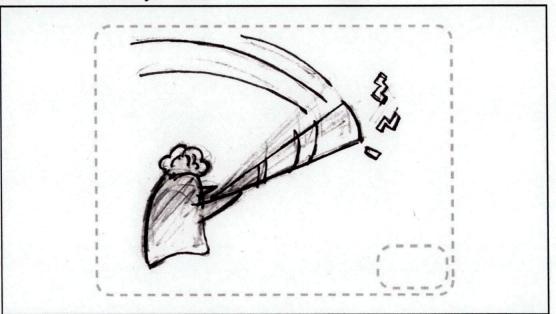
#### 10 2 5/ 19

#### **ADVENTURE TIME**





Sc. 169 cart Pnl. Bg. day night



ialog:		SFX: CRAK!	
		SEX, OLVAIL,	
	Gunter: wenk!		
	Carra. War.		

Action:

Timing:

Production:

1025/198

**EPISODE**#

OCT 0 9 2014

Timing:

EPISODE#

#### **ADVENTURE TIME**



Sc. 169 CONT Pnl. G Sc. 169 cont Pnl. H Bg. Bg.

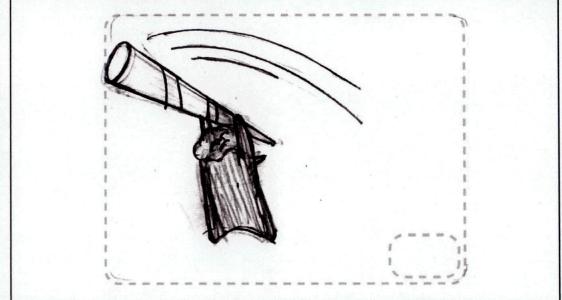
-	 	)
1 1 1		
1	3	72
1 1	5/1	
1	$D_i$	

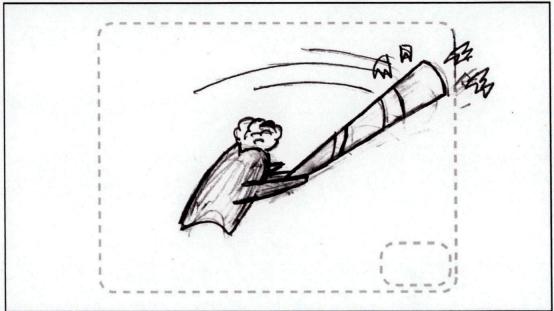
Dialog: SFX: CRAK! Gunter: WE .... Action: OCT 0 9 201



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Sc. 169 CONT Pnl. I Bg. day night Sc. 169 CONT Pnl. J Bg. day night





Dialog:

5FX = CRAK!

Gunter: cont. wenk

Action:

Timing:

1025/198

Production:

1025-108

EPISODE#



Sc. 169 CONT Pnl. K

Bg. day night Sc. 169 CONT Pnl. L

Control Pnl. K

Bg. day night Sc. 169 CONT Pnl. L

0 0 5	
O n	

Dialog:	G: cont	SFX: SMASH!  (ICICLE BREAKS)	
Action:			
Timing:			OCT 09 201/A

Page 348



Page\_ 349 Sc. 169 CONT Pnl. M 170 Pnl. Bg. Bg. day night

Dialog:

G: [HEAVY BREATHING]

Action:

Timing:

GUNTER STOPS, WORN OUT.

(MAYBE A X-DISS.)

CLOSER ON GUNTER, WORN OUT.

OCT 0 9 2004

Production:

025-

**EPISODE**#



Page 350 Sc. 171 Pnl. Bg. day night

Sc. 170 CONT Pnl. B Bg.

Dialog:

Gunter: heavy breathing cont.

Action:

GUNTER LEANS BACK, EXHAUSTED.

VERY CLOSE ON GUNTER.

OCT 0 9 2014

Timing:

Production:

EPISODE #

Production:

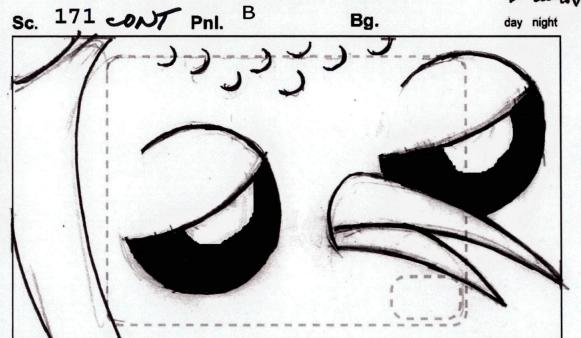
EPISODE #

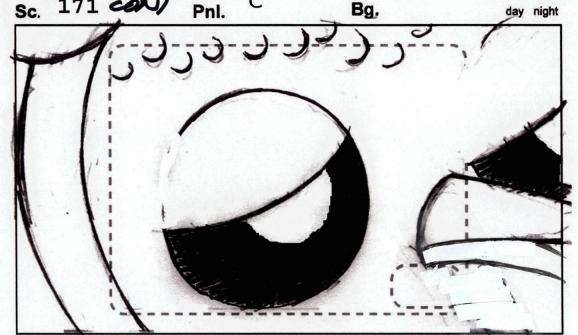
1025/198

#### **ADVENTURE TIME**



Page 351 Sc. 171 can Pnl. C Bg.





Dialog:

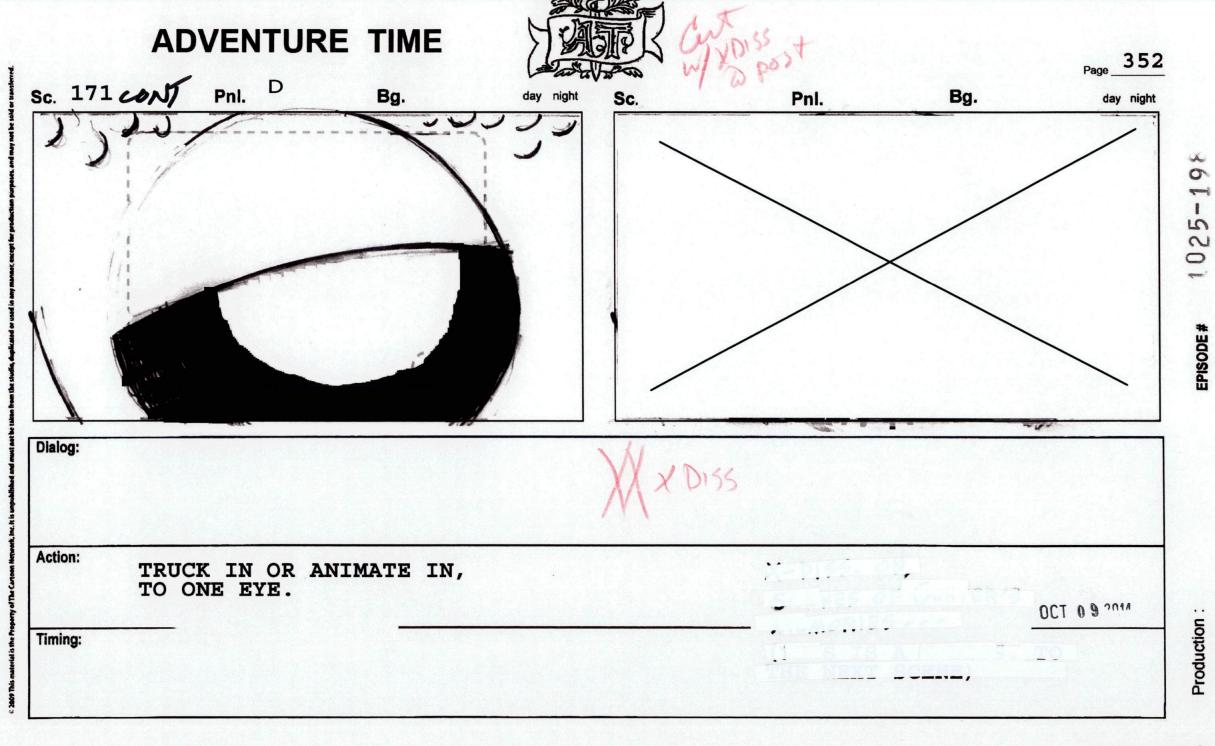
Action:

GUNTER OPENS HIS EYES. SLOW AND WOOZY.

Timing:

ANIMATE IN.

OCT 0 9 2014





Page\_353

Pnl. A Bg.

Sc. 173 Pnl. Bg. day night

Action:

ORGALORG FALLING TO EARTH.

ORGALORG NOW TRANSFORMED TO GUNTER, FALLING TO EARTH.

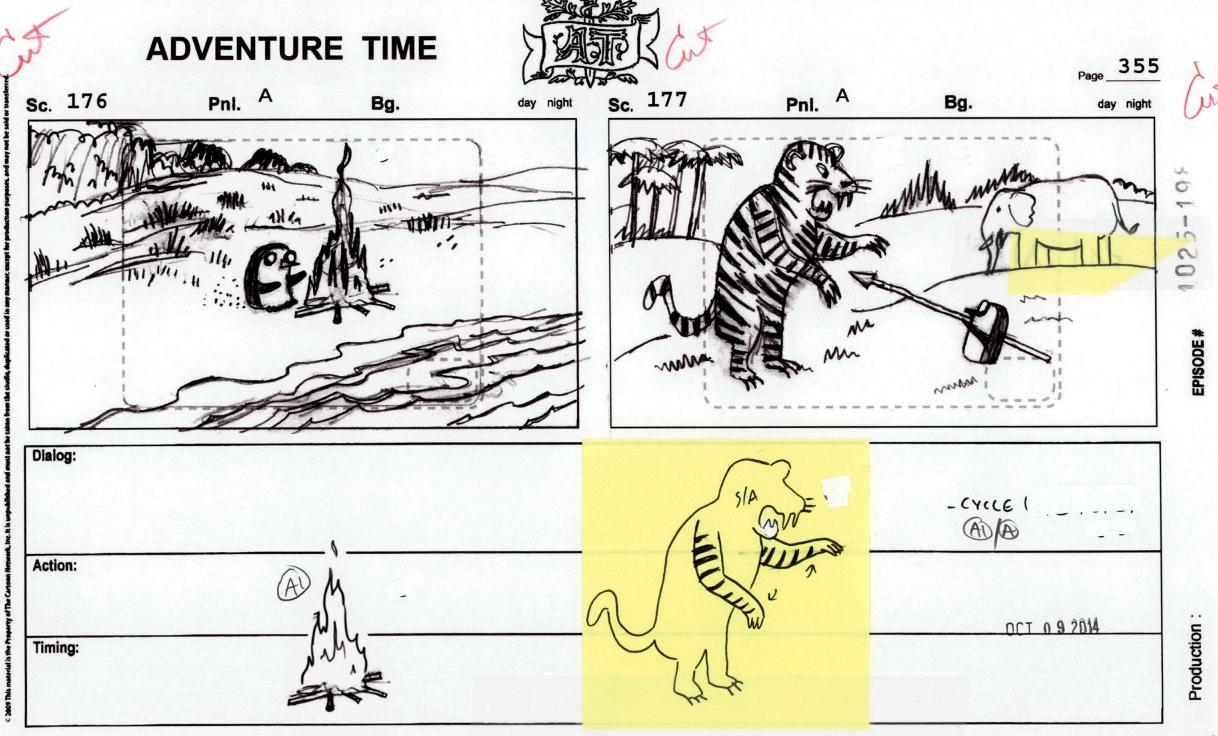
Timing:

OCT 0 920M

Production:

025-1

**EPISODE**#



1025/198,

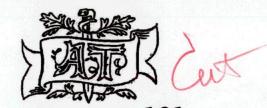
S 19 Sc. 178

Dialog:

Action:

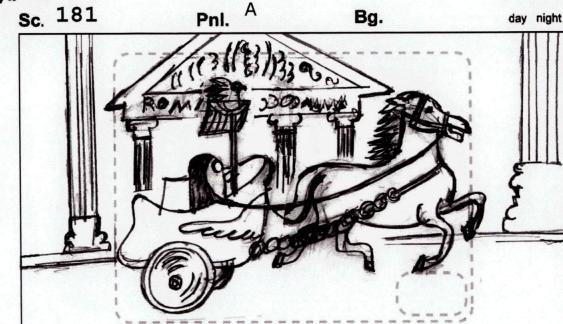
Timing:

Pnl. A



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Sc. 180 Pnl. A Bg. day night



Dialog:			
Action:			

Timing:

Production:

EPISODE #

1025/198

OCT 09 2014

1025/198

1025-198

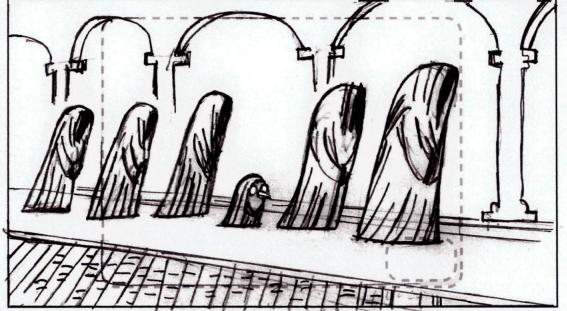
EPISODE #

# **ADVENTURE TIME**



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Sc. 182 183 Pnl. A Pnl. A Bg. Bg.

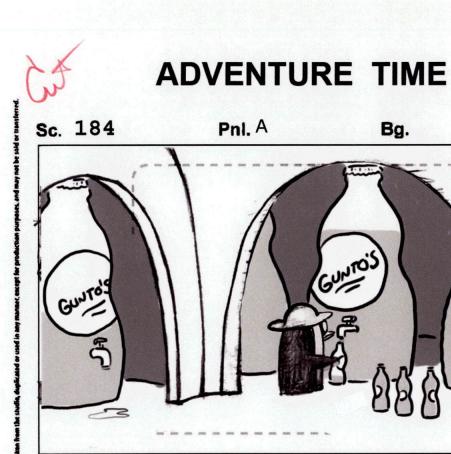




Dialog: Action: OCT 0 9 2014 Timing:

025-198

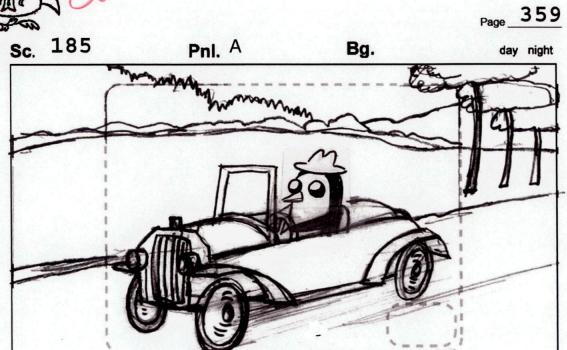
EPISODE #

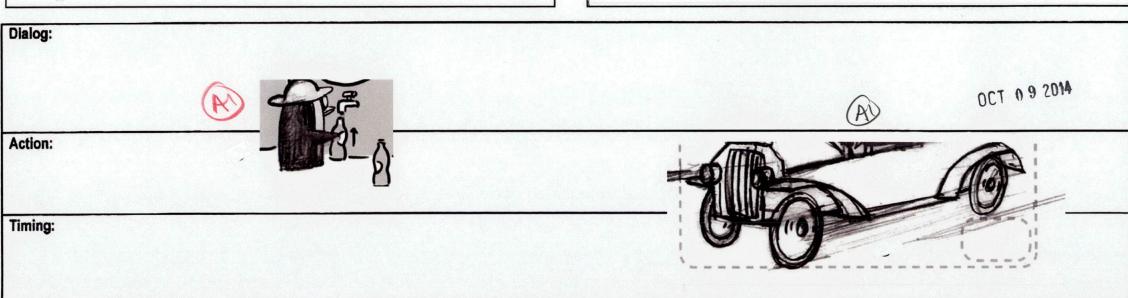


Pnl. A

Bg.







Production:

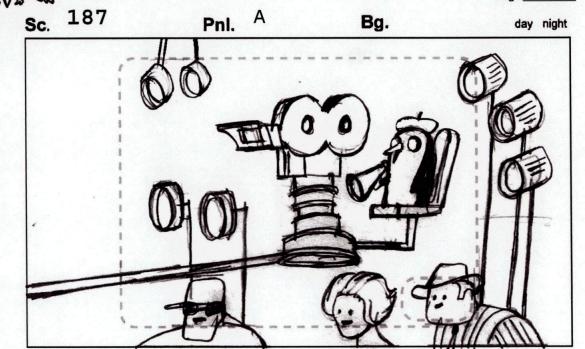
# \_

# **ADVENTURE TIME**



Page 360

Sc. 186 Pnl. A Bg. day night



Dialog:

OCT 0 9 2014

Action:

Timing:

Production:

1025/198

1025-198

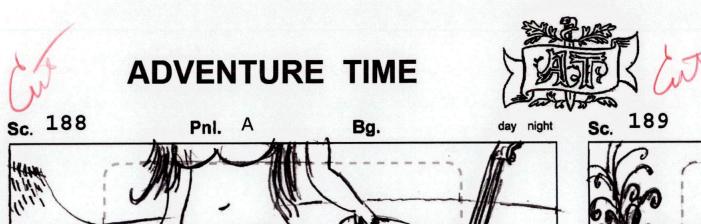
EPISODE#

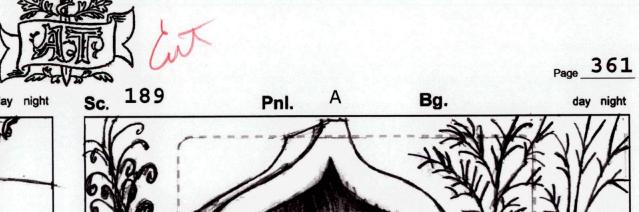
1,11

dill

Timing:

EPISODE #







Action:

OCT 0 9 2014

Production:

day night #300SId3

0 9 2014

Production:

1025/198

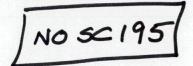
EPISODE #

1025/198

Timing:

# **ADVENTURE TIME**



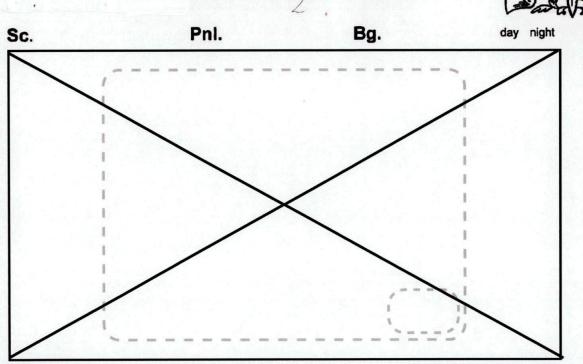


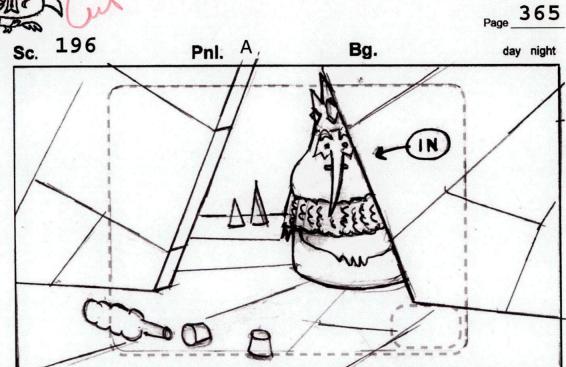
Page 364 Sc. 194 Pnl. Bg. Pnl. A Bg. Sc. day night day night 025-198 1025/198 **EPISODE**# Dialog: ON GUNTER, WORN OUT.

[PRESENT TIME... NOT A OCT 0 9 2014

FLASHBACK] Action:







Dialog:

Action: WIDER ON GUNTER I.K. ENTERS THE MAIN ROOM FROM HIS BEDROOM. OCT 09 2014

IK: GUNTER?

Timing:

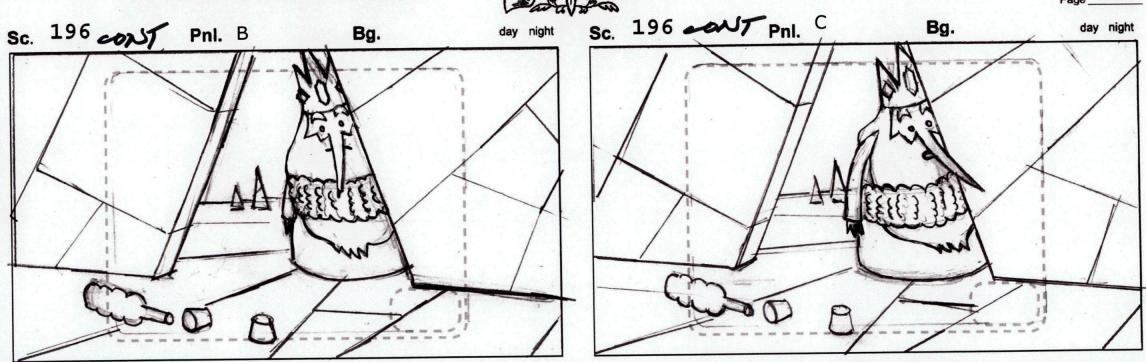
1025-198

EPISODE #

# **ADVENTURE TIME**



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IK: GUNTER!

Action:

OCT 09 201A

Timing:

Dialog:

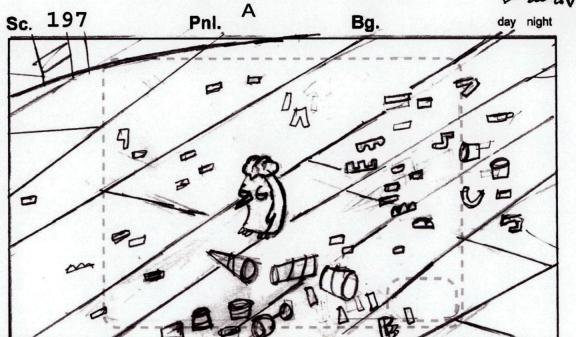
1025-198

**EPISODE**#

#### **ADVENTURE TIME**



Page\_367



Sc. 197 conf Pnl. B Bg.

Dialog:

\_ I.K. ENTERS. Action: WIDE ON GUNTER.

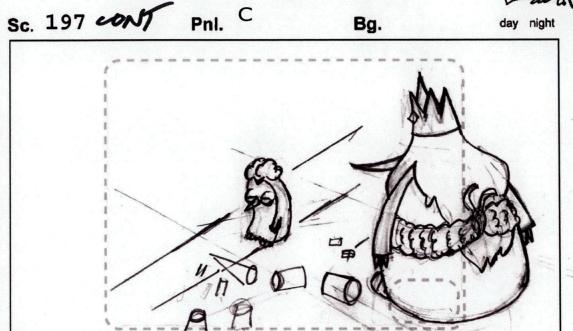
OCT 0 9 2014

Timing:

1025/198



Page 368



Sc. 197 Pol. D

Bg.

day night

0

1025/19

**EPISODE**#

Dialog:

IK: THAT'S A BAD BOY, GUNTER!

K: YOU WRECKED DADDY'S ---

Action:

OCT 0 9 2014

Timing:

# 10 25/19

00

#### **ADVENTURE TIME**



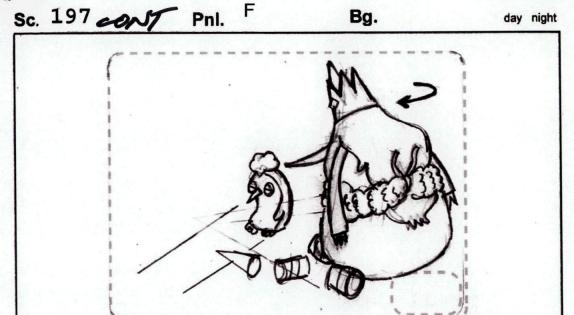
Page 369
day night

1025-198

EPISODE#

1025/198

Sc. 197 CONT Pnl. E Bg. day night



	_	_	-
	-	g:	
a	ıv	u.	

IK: ... STUFF AGAIN.

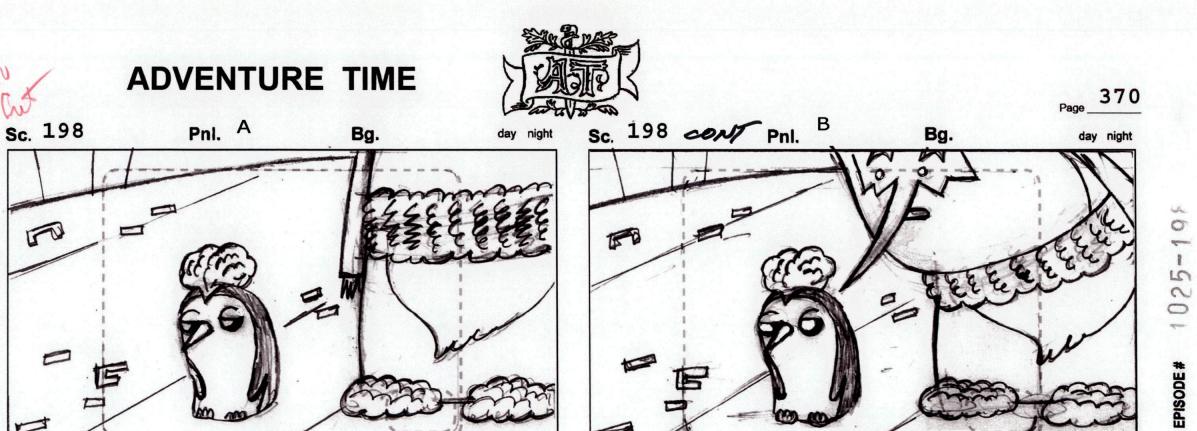
IK = AW, LOOKIT THAT -

Action:

Timing:

Production:

OCT 0 9 2014



Action: GUT TO: CLOSER ON
GUNTER.

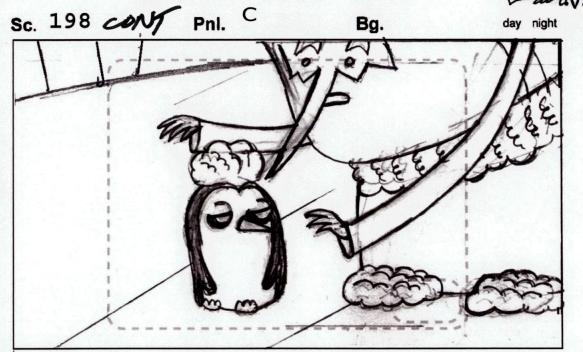
OCT 0 9 2014

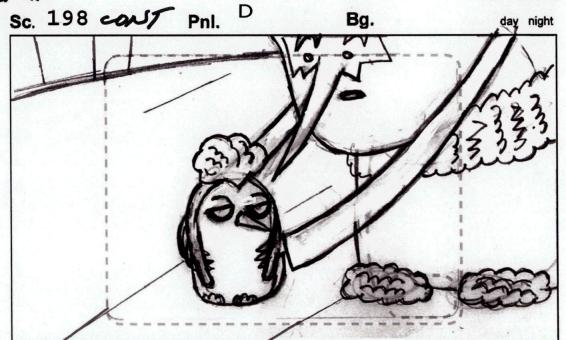
025/198

# **ADVENTURE TIME**



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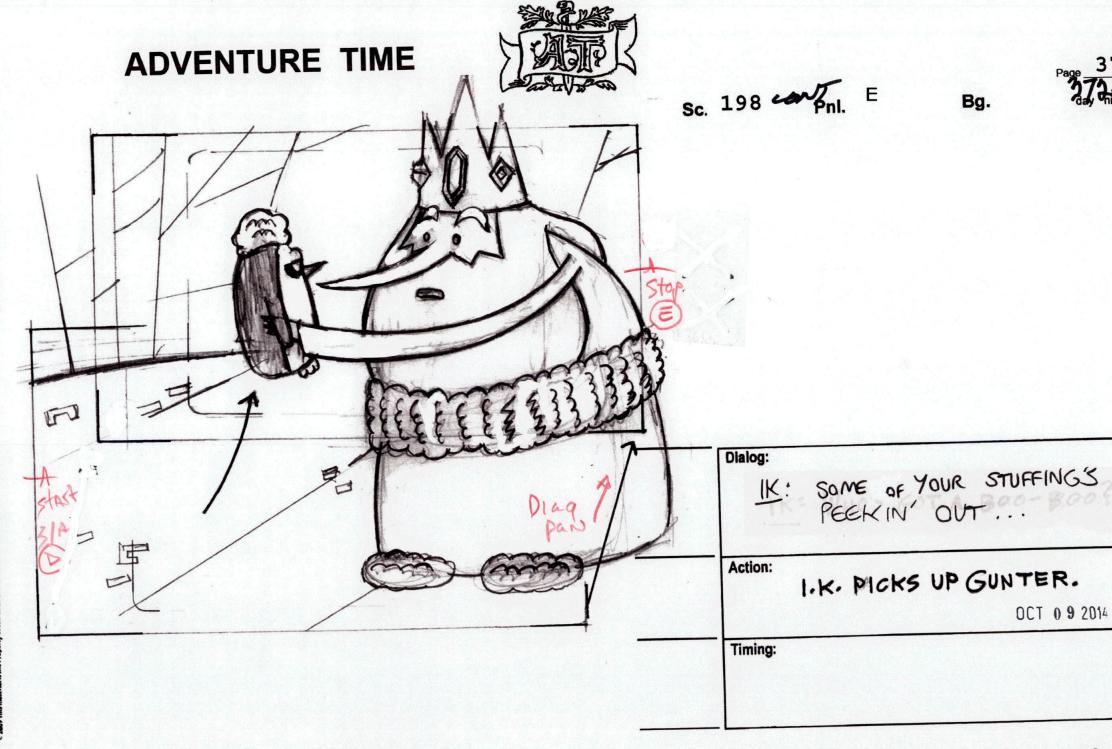
Dialog:

Action:

I.K. GRABS GUNTER.

OCT 0 9 2014

Timing:

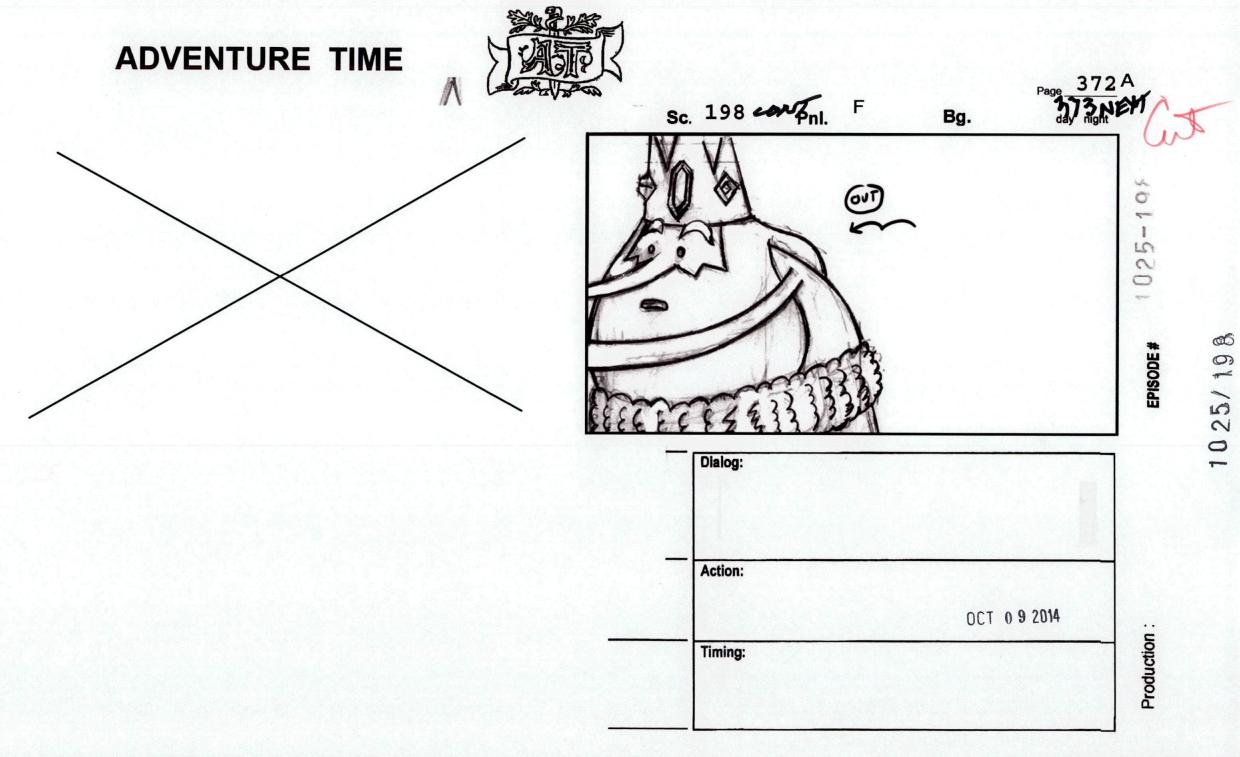


1025/19

1025-

EPISODE#

Production:

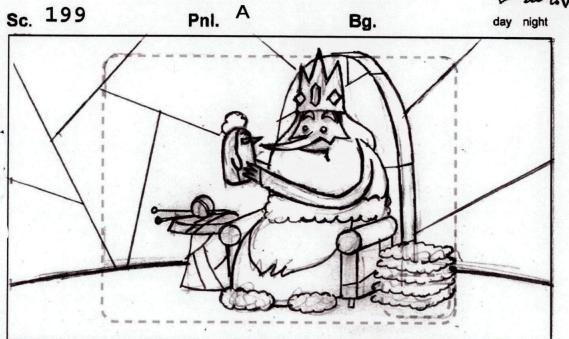


EPISODE #

# **ADVENTURE TIME**



Page 373 Sc. 199 CONT Pol. B Bg. day night





Dialog: Action: I.K. PLACES GUNTER ON THE CHAIR OCT 0 9 2014 Timing:

1025-198

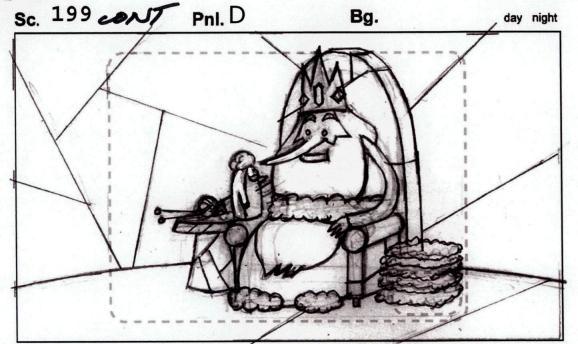
**EPISODE#** 

# **ADVENTURE TIME**



Page 374

Sc. 199 const Pnl. C Bg. day night



Dialog:

IK: OKAY --

Action:

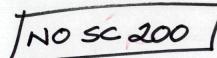
OCT 0 9 2014

Timing:

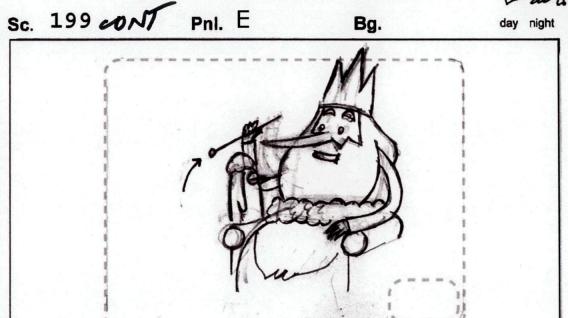
EPISODE#

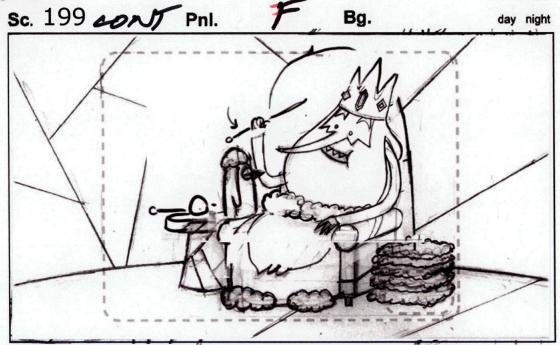
#### **ADVENTURE TIME**





Page 375





Dialog:

IK: GUNTER ...

IK LETS Just

Action:

I.K. PICKS UP KNITTING NEEDLE.

OCT 0 9 2014

Timing:

SL

**EPISODE**#

Production:

# **ADVENTURE TIME**

Bg.

Pnl.



Sc. 201 Pnl. A Bg. day night

	No.	CAPTE CONTROL OF THE	
Dialog:	•		
Action:			
Timing:		OCT 0 9 201	14
Timing:			

**EPISODE**#

#### **ADVENTURE TIME**



Page 377 Sc. 201 cant Pnl. C Sc. 201 CONT Pnl. B day night Bg.

(0.5)

Action:

I.K. CAREFULLY POKES STUFFING' BACK IN.

OCT 0 9 2014

Timing:



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Sc. 201 const Pnl. D Bg. day night

Sc. 201 Pnl. E Bg. day night

Dialog:

1025/

108

IK: BEEP!

Action:

Timing:

Production:

EPISODE #

1025/198

1025/198

OCT 0 9 2014

EPISODE #

#### **ADVENTURE TIME**



Page\_379 Sc. 201 CONT Pnl. F Bg. Sc. 201 CONT Pnl. G Bg. day night 1025-

Dialog:

IK: BIP!

Action:

Timing:

OCT 09 2014

Production:



Page 380

Sc. 201 CONT Pnl. H Bg.

Sc. 201 CONT Pol. I

Bg.

day night

EPISODE#

coo

1025/19

8 8 8

Action:

OCT 0 9 2014

Timing:

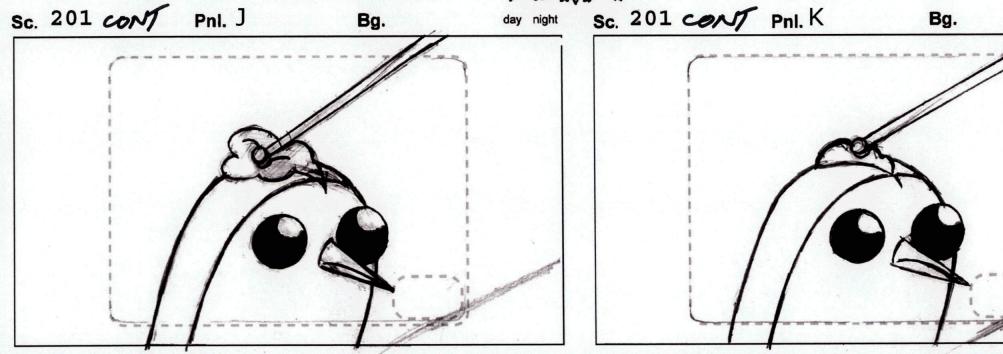
2

5

19



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8 8 8				1 1
1 1	,			8 8
5 5 8		10	<b>&amp;</b>	
1	//			

Dialog:

IK : BUP!

Action:

Timing:

OCT 09 2014

10

25/

19

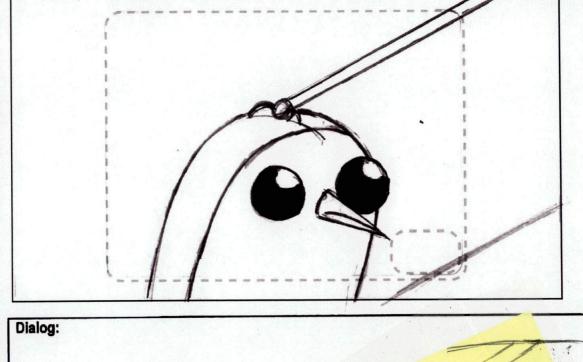
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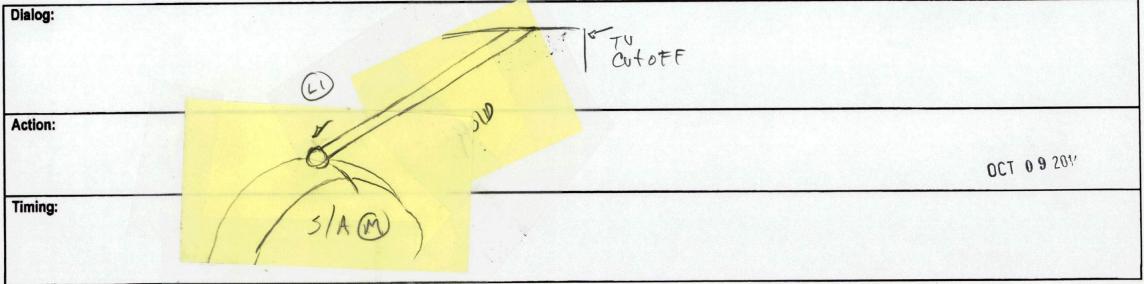
EPISODE #

1025/198

Production:

Sc. 201 CONT Pol. L Bg.



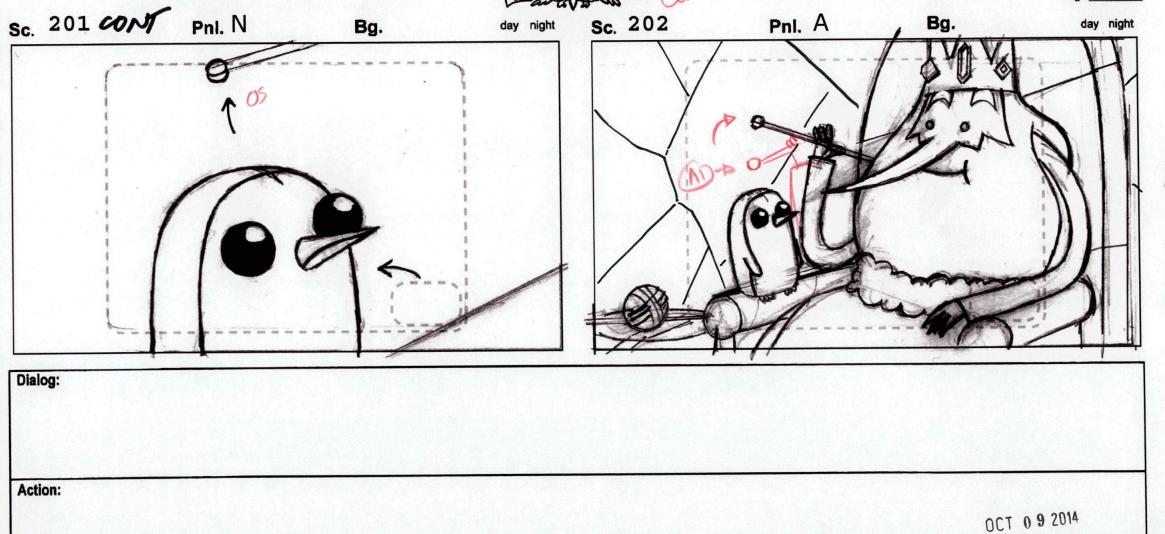


Timing:

# ADVENTURE TIME



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Production:

1025/198

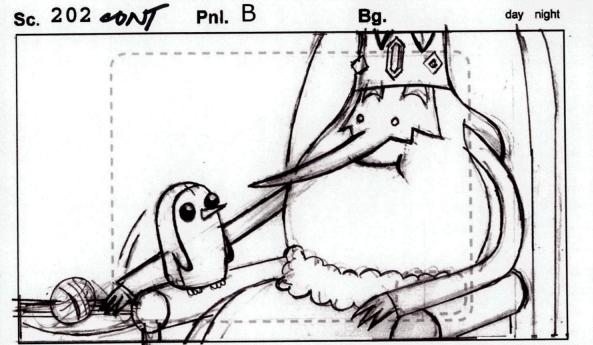
EPISODE #

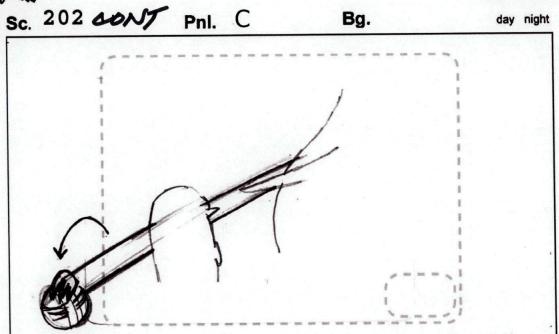
EPISODE#

#### **ADVENTURE TIME**



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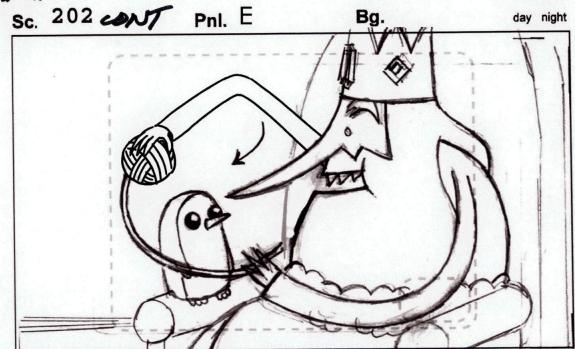
Dialog: IK PUTS DOWN THE NEEDLE. Action: IK GRABS YARN. OCT 0 9 2014

Timing:



Page 385

Sc. 202 CONT Pnl. D Bg.



Dial	ou.
Dia	og.

25/

19

IK: AND A ...

IK: "BANDAGE

Action:

DIAL thro Wrap thread Action EGAEGAEAA

OCT 0 9 2016

Timing:

Production:

**EPISODE #** 198

25/

Sc. 202 CONT Pol. G Sc. 202 WONT Pnl. F Bg.

Dialog:

25/

19 0

Action:

GUNTER'S HEAD.

Timing:

OCT 09 201

10

Sc. 202 conf Pnl. H

Bg. day night Sc. 202 conf Pnl. I

Bg. day night Sc. 202 conf Pnl. I

Dialog:

Action:

0

25/

198

GUNTER'S HEAD.

Timing:

OCT 0 9 2014

0 2 S

9

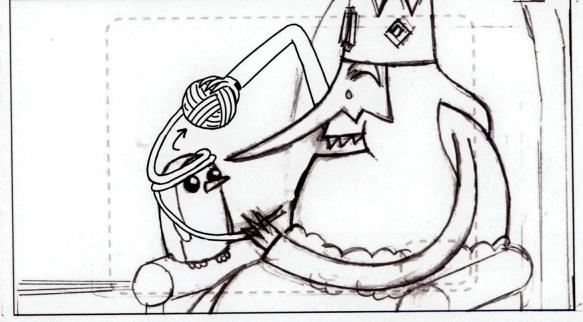
Sc. 202 cans Pnl. K

OCT 0 9 2014

Production:

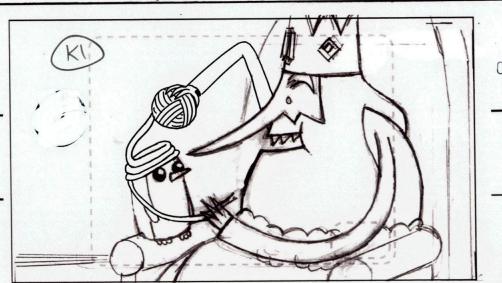
1025/198

Sc. 202 cont Pnl. J



**ADVENTURE TIME** 

Dialog: GUNTER'S HEAD. Action: Timing:



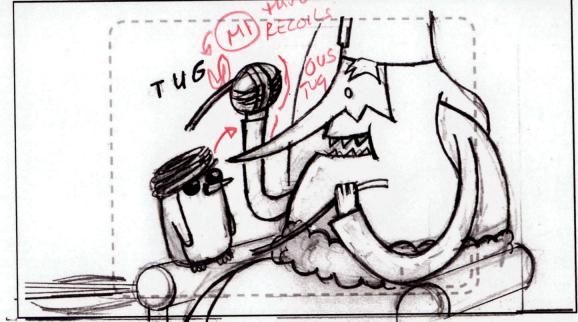


386 C

Sc. 202 CON Pnl. L Bg. day night

Sc. 202 CONT Pnl. M

Bg.



Dialog:

025/

198

Action: - IK FINISHES WRAPPING

I.K. BREAKS YARN.

OCT 0 9 2014

Timing:

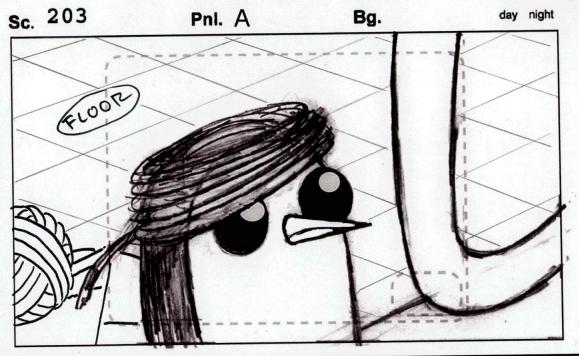
Production:

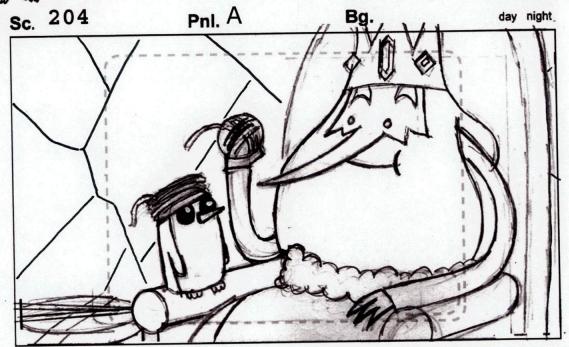
1025/





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Dialog:	IK:	THAT	SHOULD	Do	IIT.
	(0.5.)				

Action:

Timing:

OCT 0 9 2014

Production:

1025-198

EPISODE #

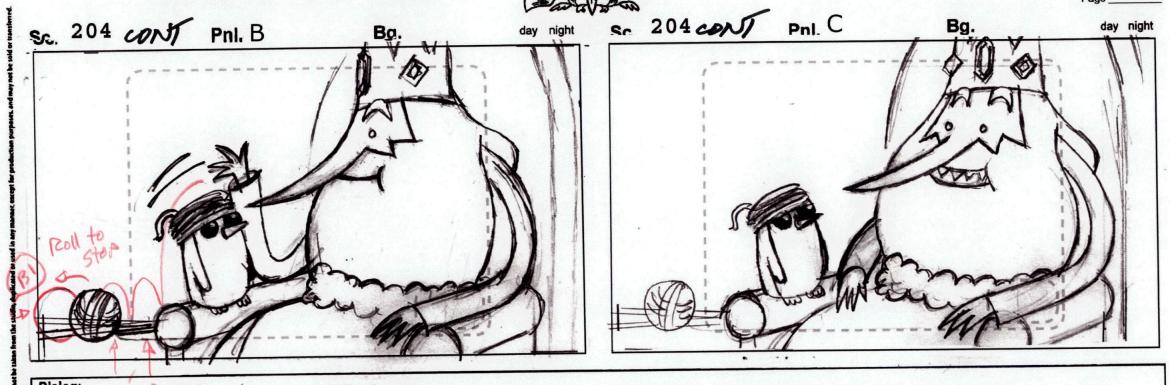
1025-105

EPISODE #

# **ADVENTURE TIME**



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Dialog: BOUNCE BOUNCE

IK/ See.

Action:

Timing:

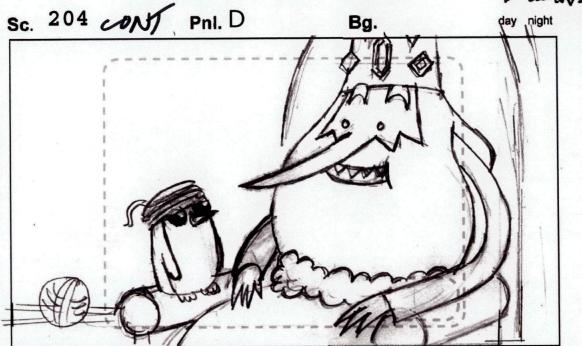
OCT 09 2014

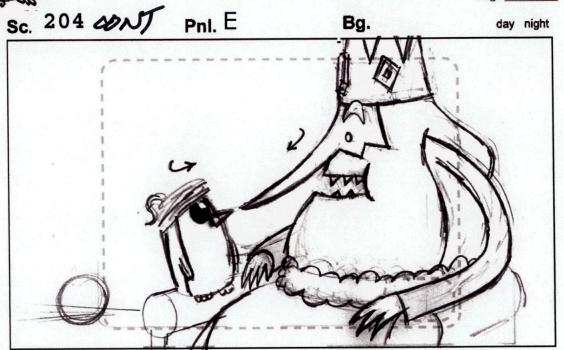
EPISODE #

# **ADVENTURE TIME**



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Dialog:	
	BACK TO NORMAL,  MY LITTLE GUNTZ.

Action:

Timing:

OCT 09 2016

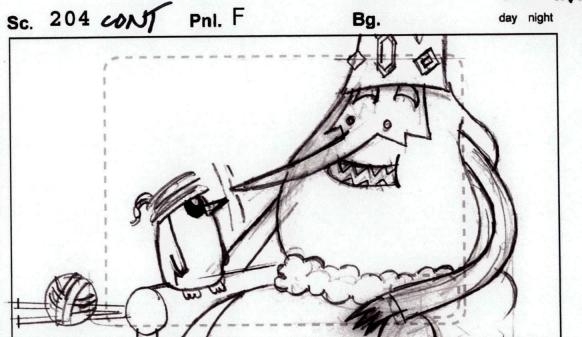
025-19\$

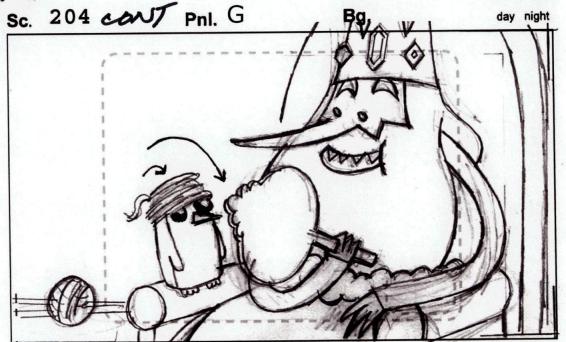
EPISODE #

# **ADVENTURE TIME**



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Dialog:

IK: HERE

IK: TAKE A LOOK AT YOURSELF!

Action:

I.K. GRABS MIRROR FROM BESIDE CHAIR.

Timing:

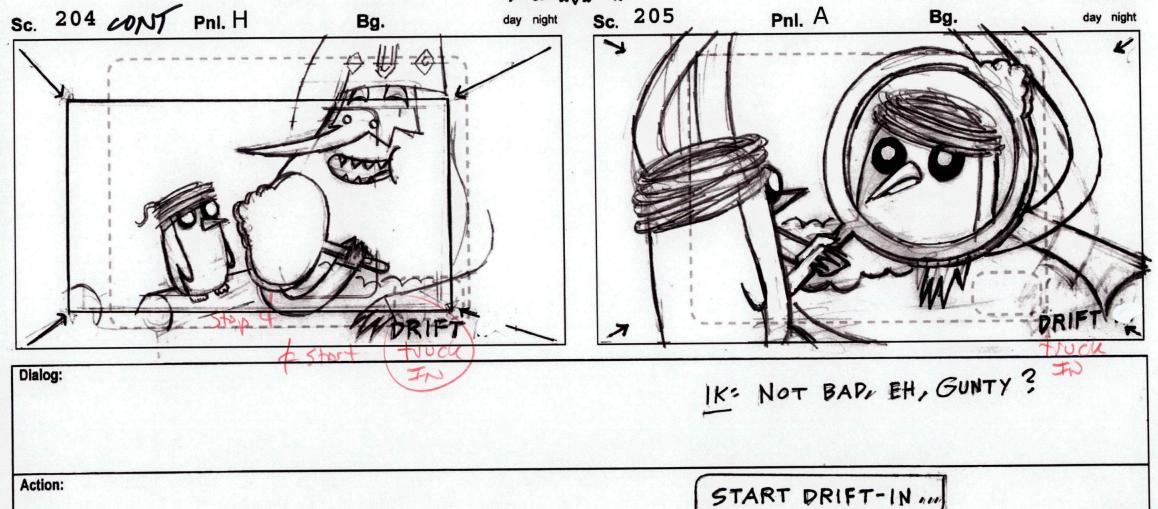
OCT 0 9 2014

Timing:

#### **ADVENTURE TIME**



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OCT 0 9 2014

Production:

1025/198

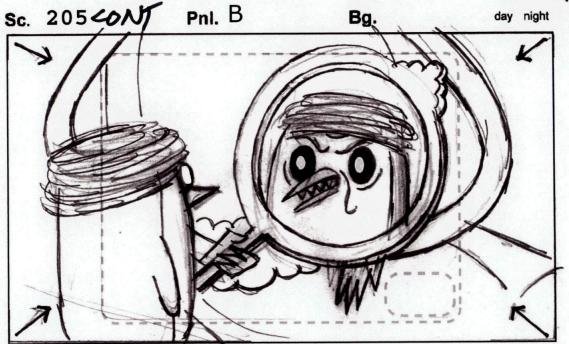
EPISODE #

0 25/19

#### **ADVENTURE TIME**



Page 392



Sc. 205 Pnl. C Bg. day night

Action:

IK: NOT BAD AT ALL!

HEH HEH

- CONT. DRIFT-IN

- GUNTER'S REFLECTION BEGINS

TO TURN CREEPY.

(GUNTER STAYS THE SAME.)

IK: HEH HEH ...

- CONT. TRUCK-IN.

- GUNTER'S REFLECTION BECOMES

OCT 0 9 2014

Production :

Sc. 205 CAN) Pnl. D Bg. day night

Sc. 205 Pnj, E Bg. day night

Dialog:

0

25/

900

SFX: 00000

SFX: 00000

Action:

Timing:

- END PRIFT-IN.

- FINALLY, GUNTER'S REFLECTION
BECOMES ... ORGALORG!

END ON: ORGALORG'S HORRIBLE VISAGE!

CITET WID TESTA